

3329-65



A GIANT COLOR/ACTIVITY BOOK

EASY
TEAR-OUT
PAGES

Disney's

DARKWING DUCK



Disney's

DARKWING DUCK



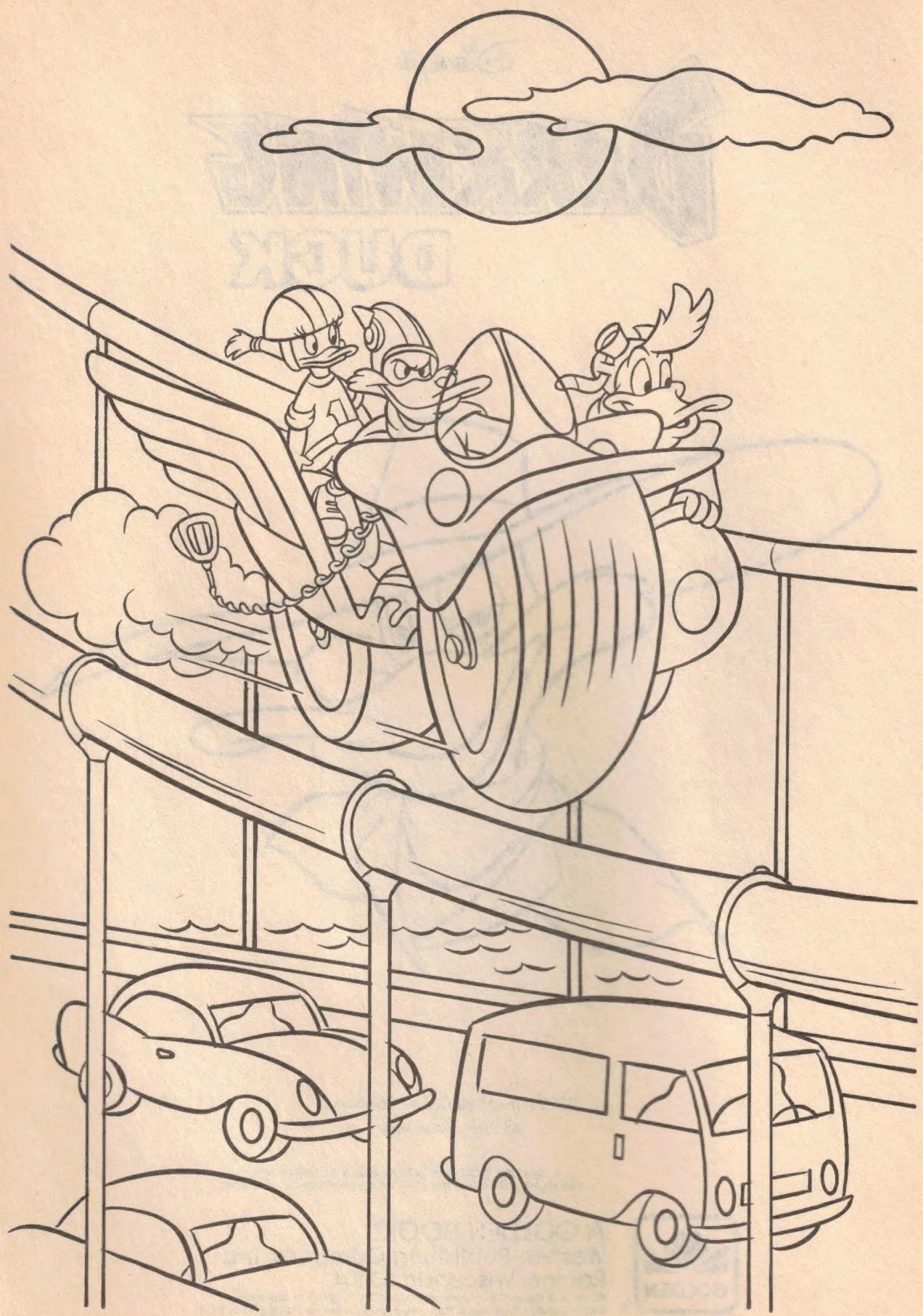
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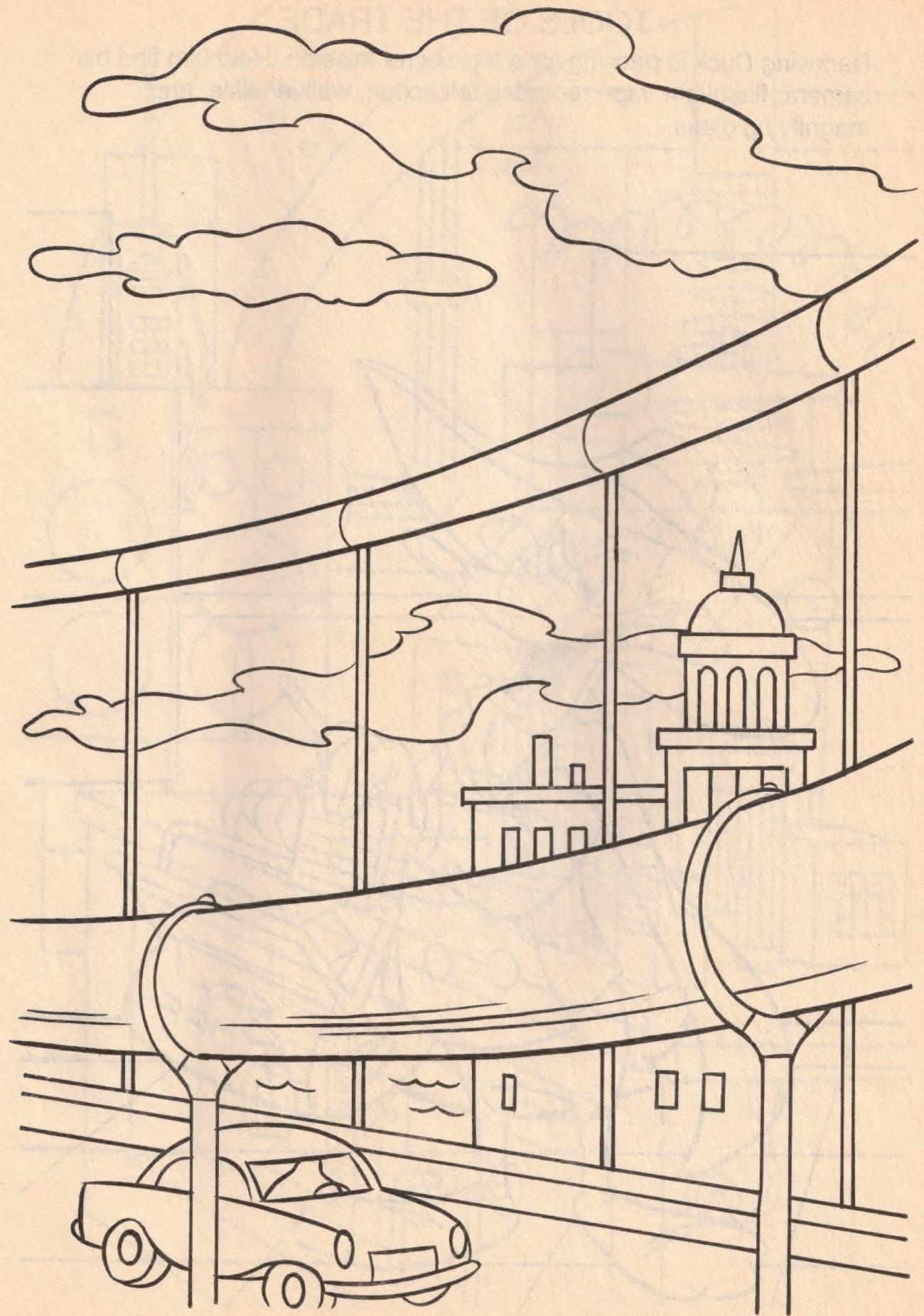
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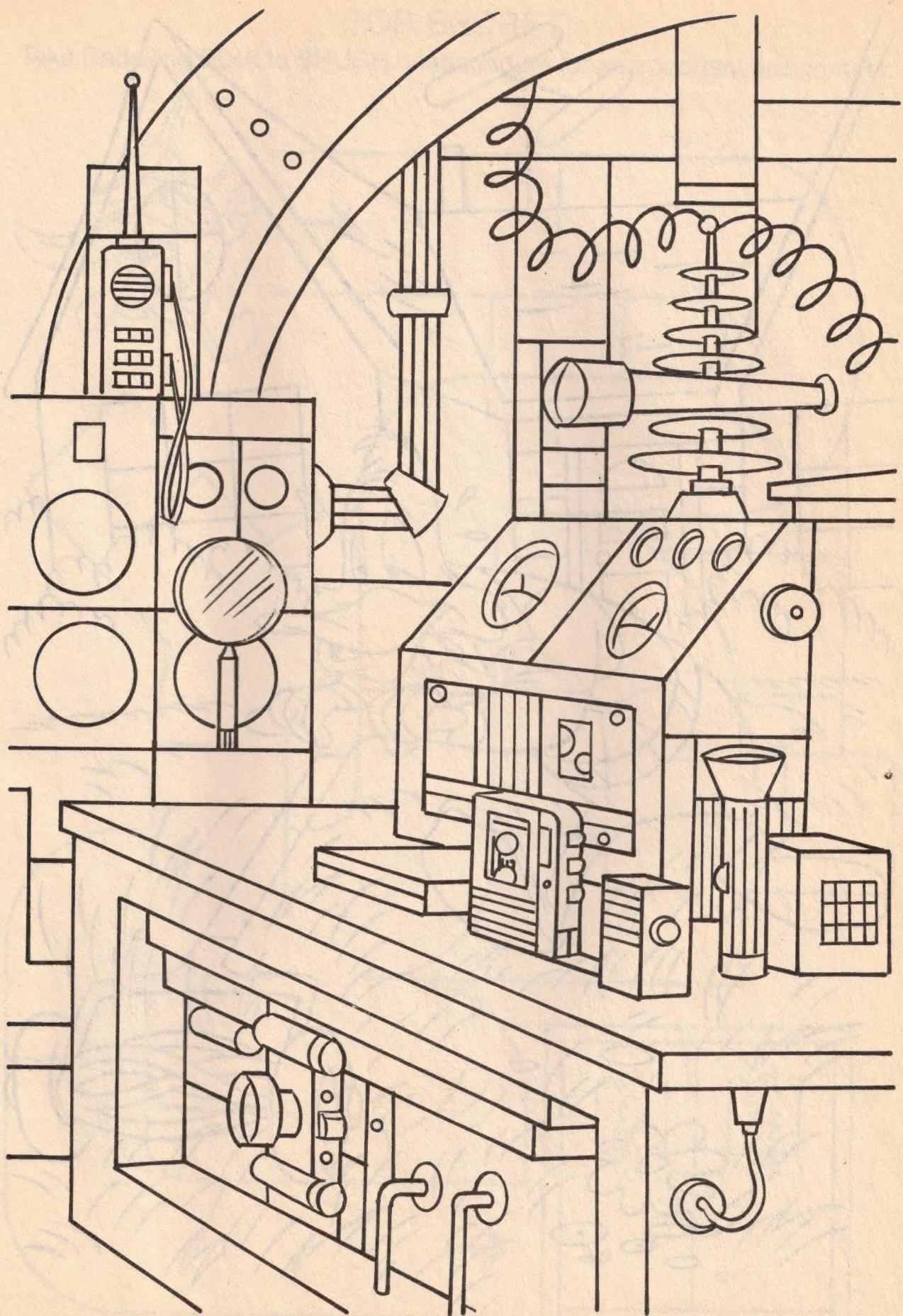


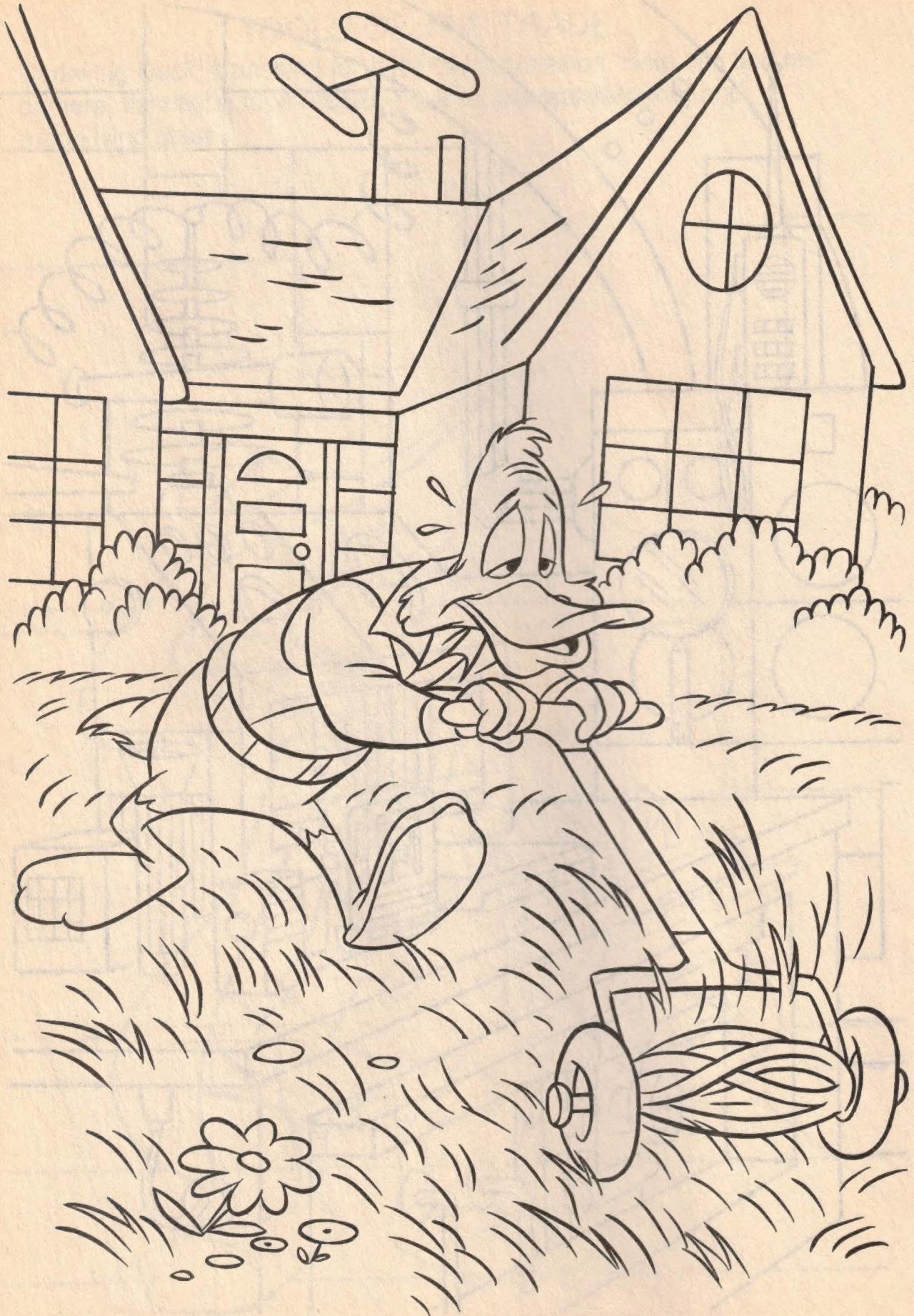


TOOLS OF THE TRADE

Darkwing Duck is packing for a top-secret mission. Help him find his camera, flashlight, tape recorder, telescope, walkie/talkie, and magnifying glass.

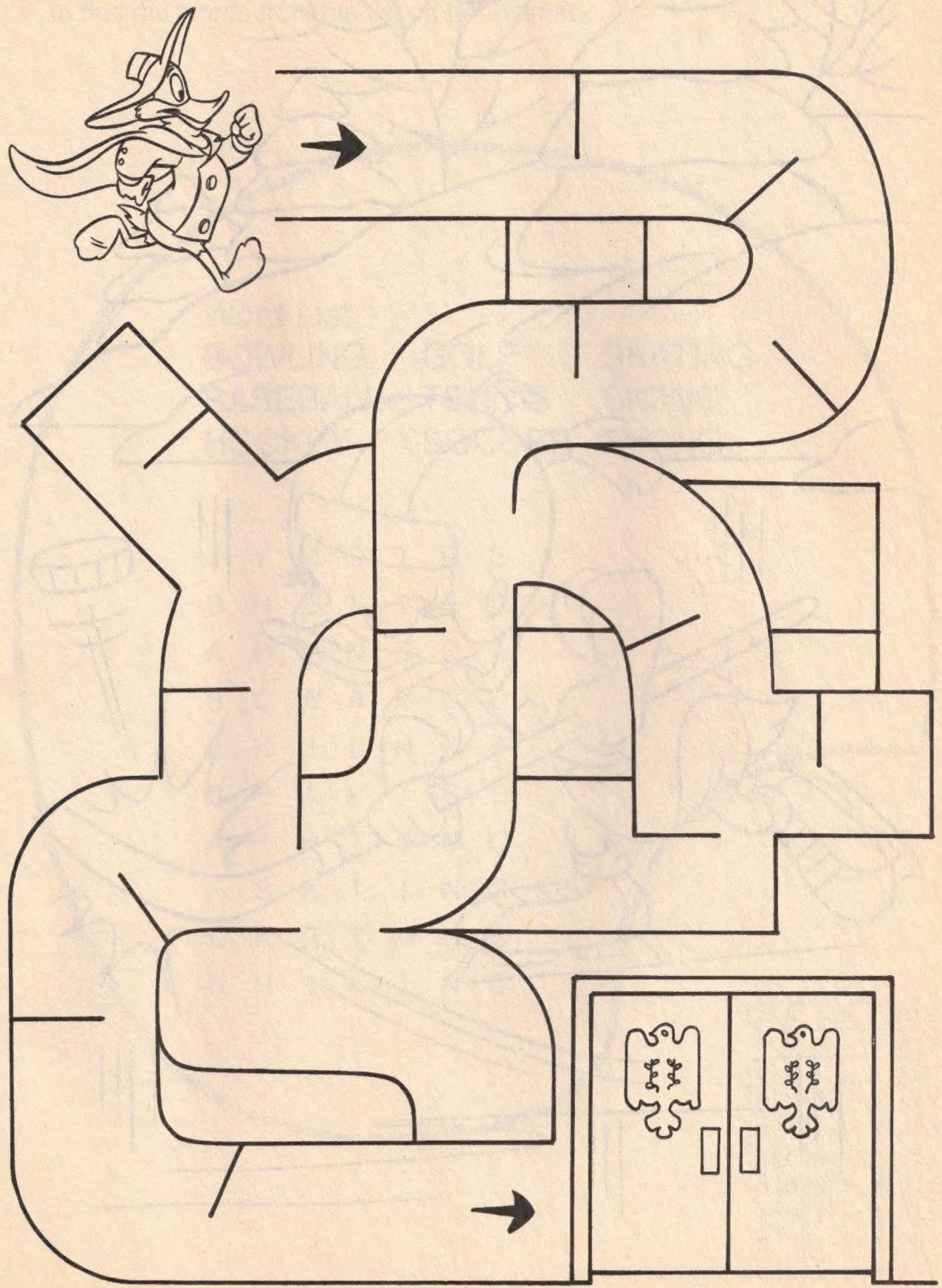


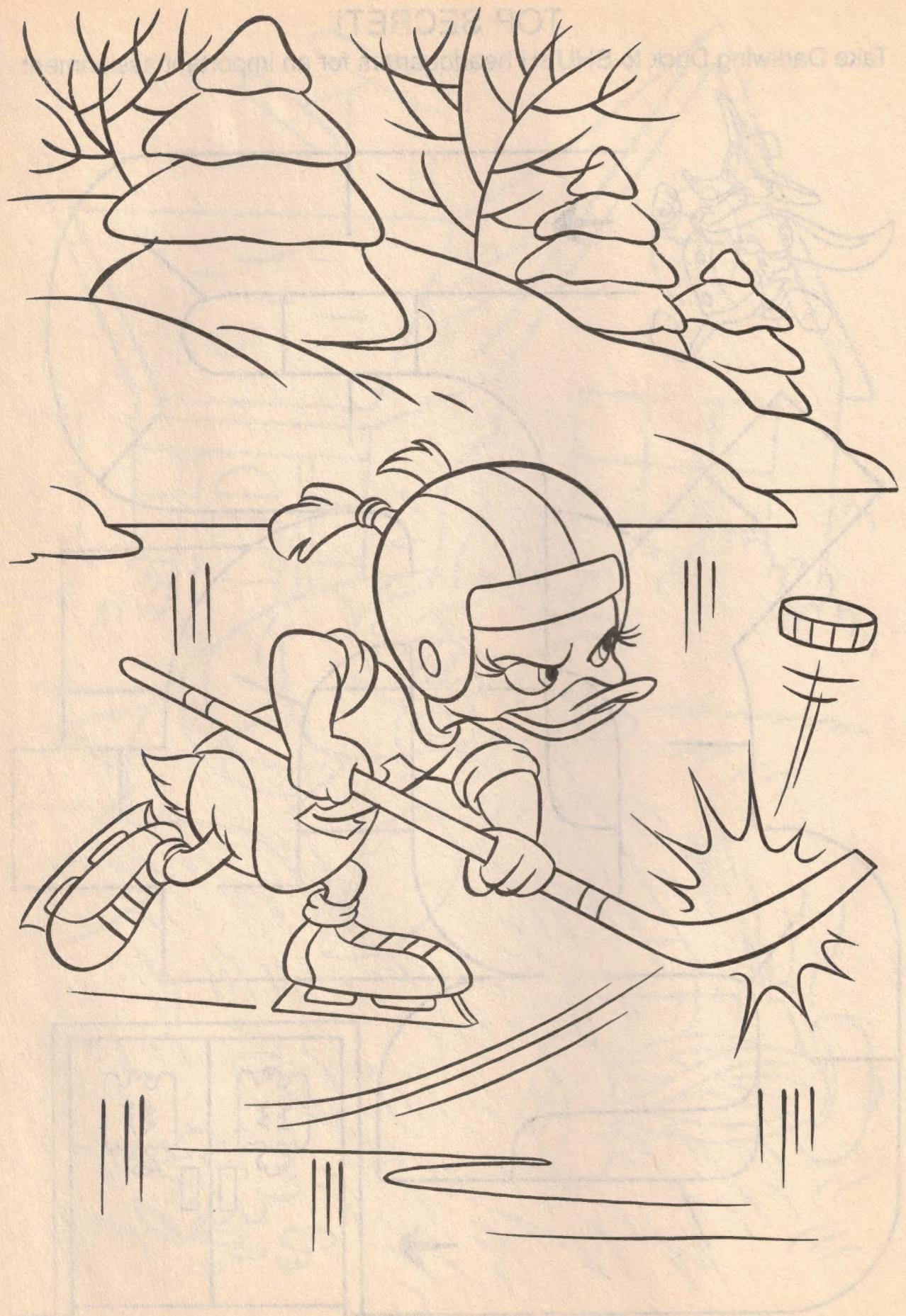




TOP SECRET!

Take Darkwing Duck to SHUSH headquarters for an important assignment.





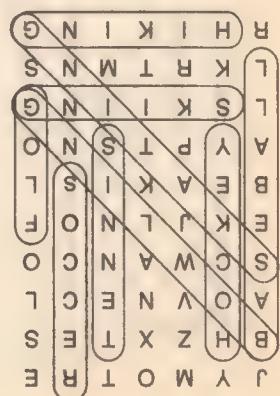
SPORTY WORD SEARCH

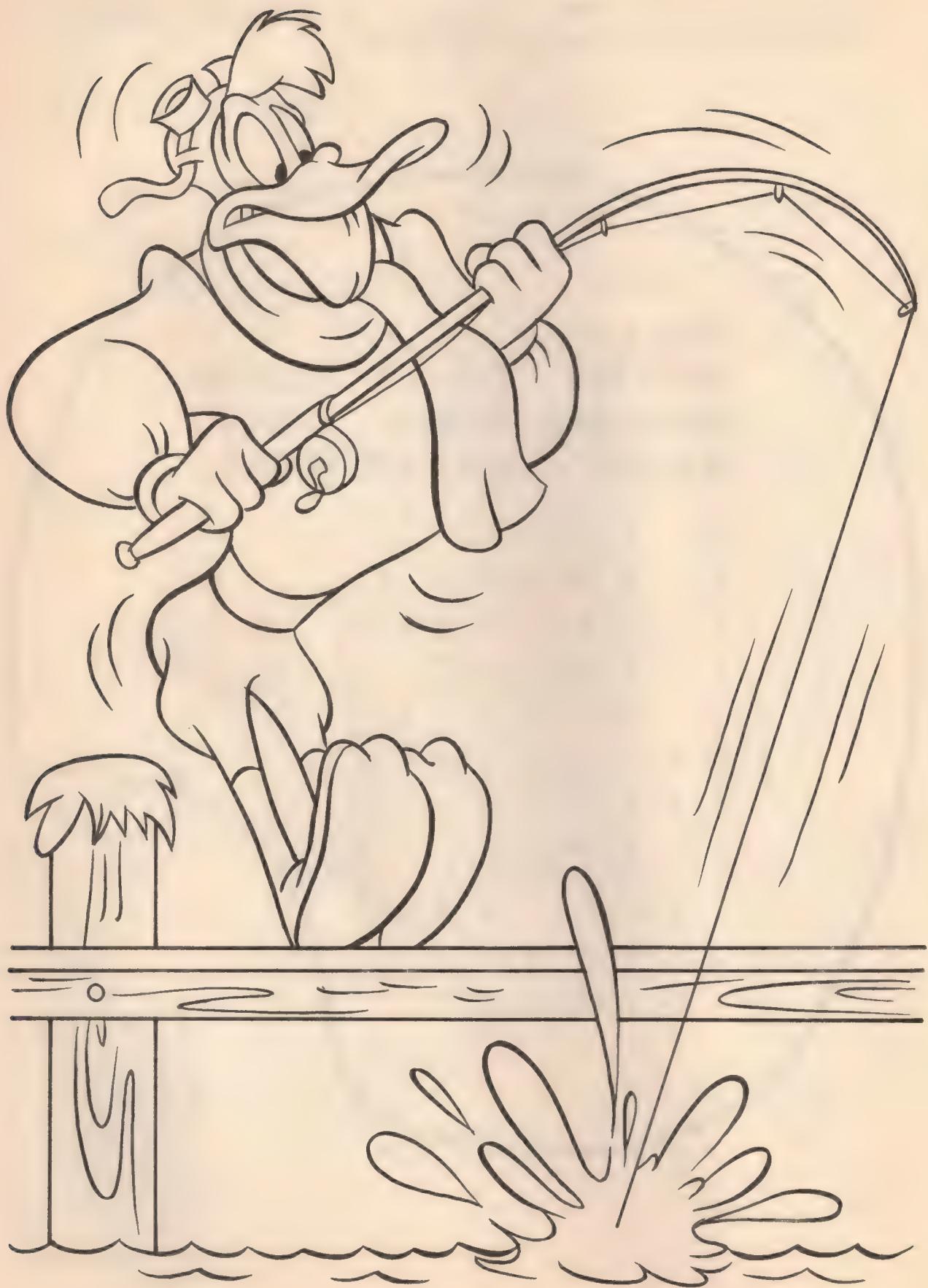
Gosalyn loves to play sports. Look up, down, forward, and diagonally to find the words from the list on her helmet.

Word List:

BOWLING	GOLF	SKATING
BASEBALL	TENNIS	SKIING
HOCKEY	SOCCER	HIKING

J	Y	M	O	T	R	E
B	H	Z	X	T	E	S
A	O	V	N	E	C	L
S	C	W	A	N	C	O
E	K	J	L	N	O	F
B	E	A	K	I	S	L
A	Y	P	T	S	N	O
L	S	K	I	I	N	G
L	K	R	T	M	N	S
R	H	I	K	I	N	G





Connect the dots to see what Launchpad caught.

4 ●

3 ●

2 ●

5 ●

8 ●

9 ●

10 ●

11 ●

12 ●

14 ●

13 ●

20 ●

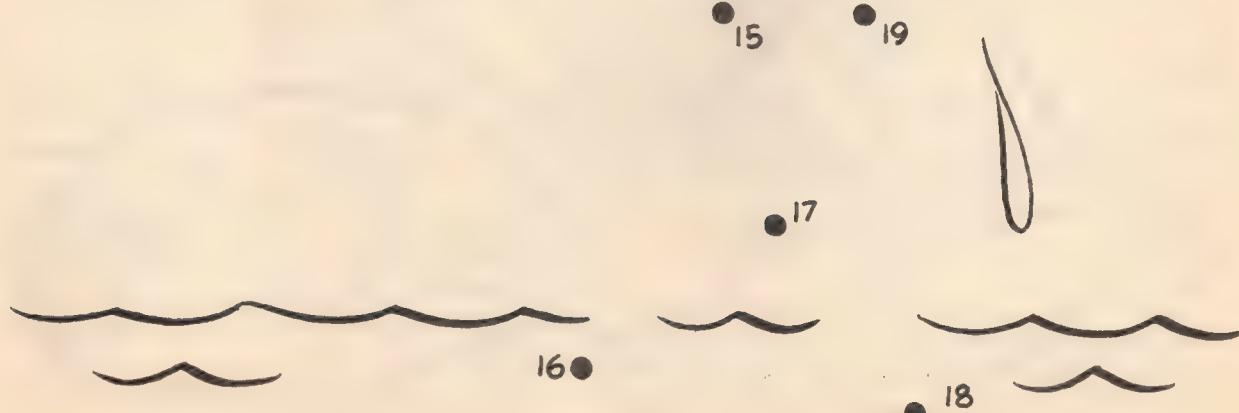
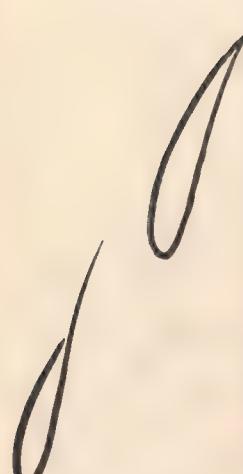
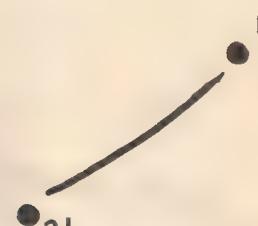
15 ●

19 ●

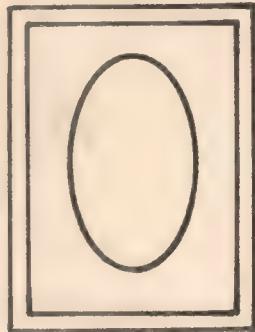
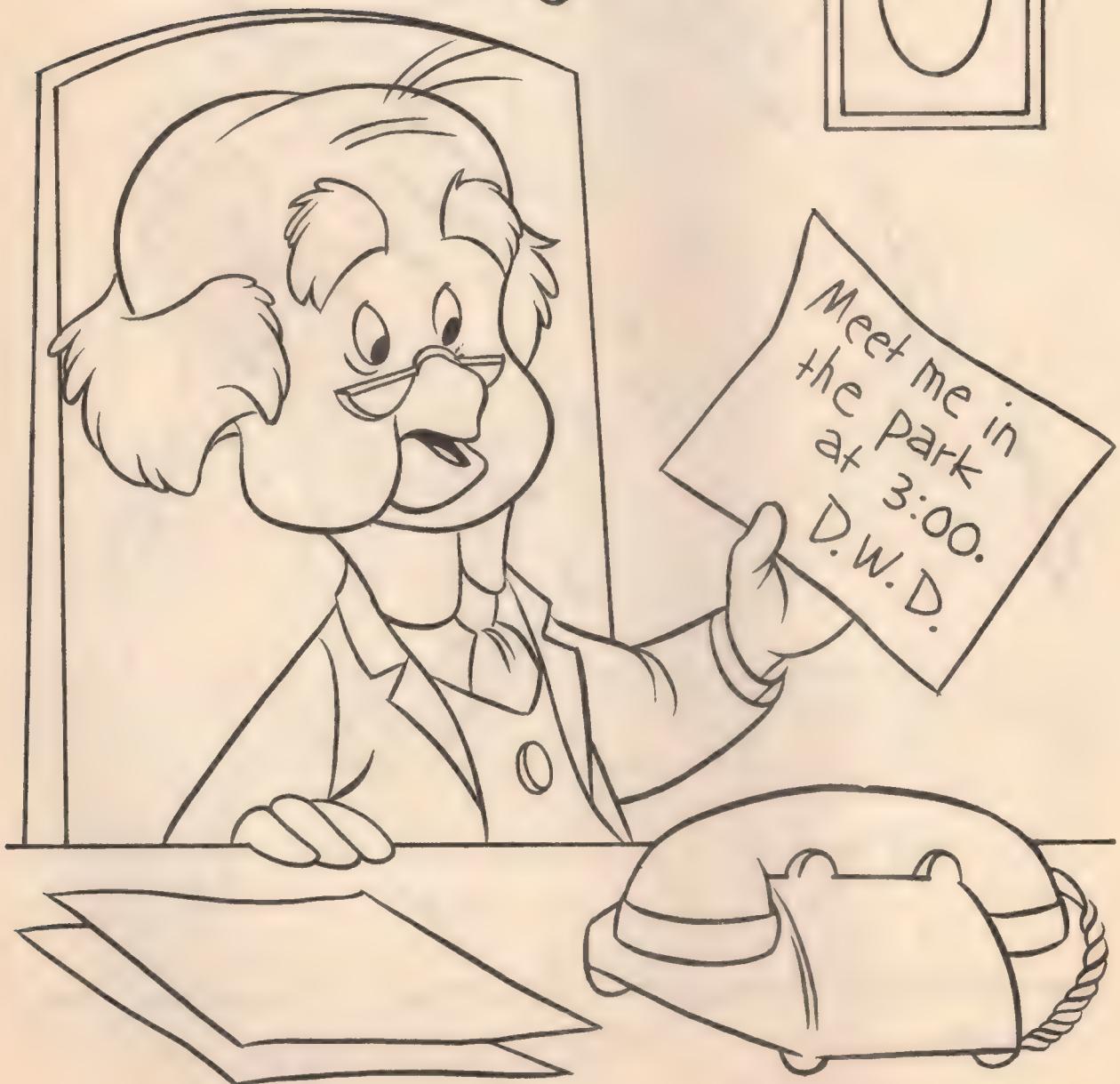
17 ●

16 ●

18 ●



SHISH

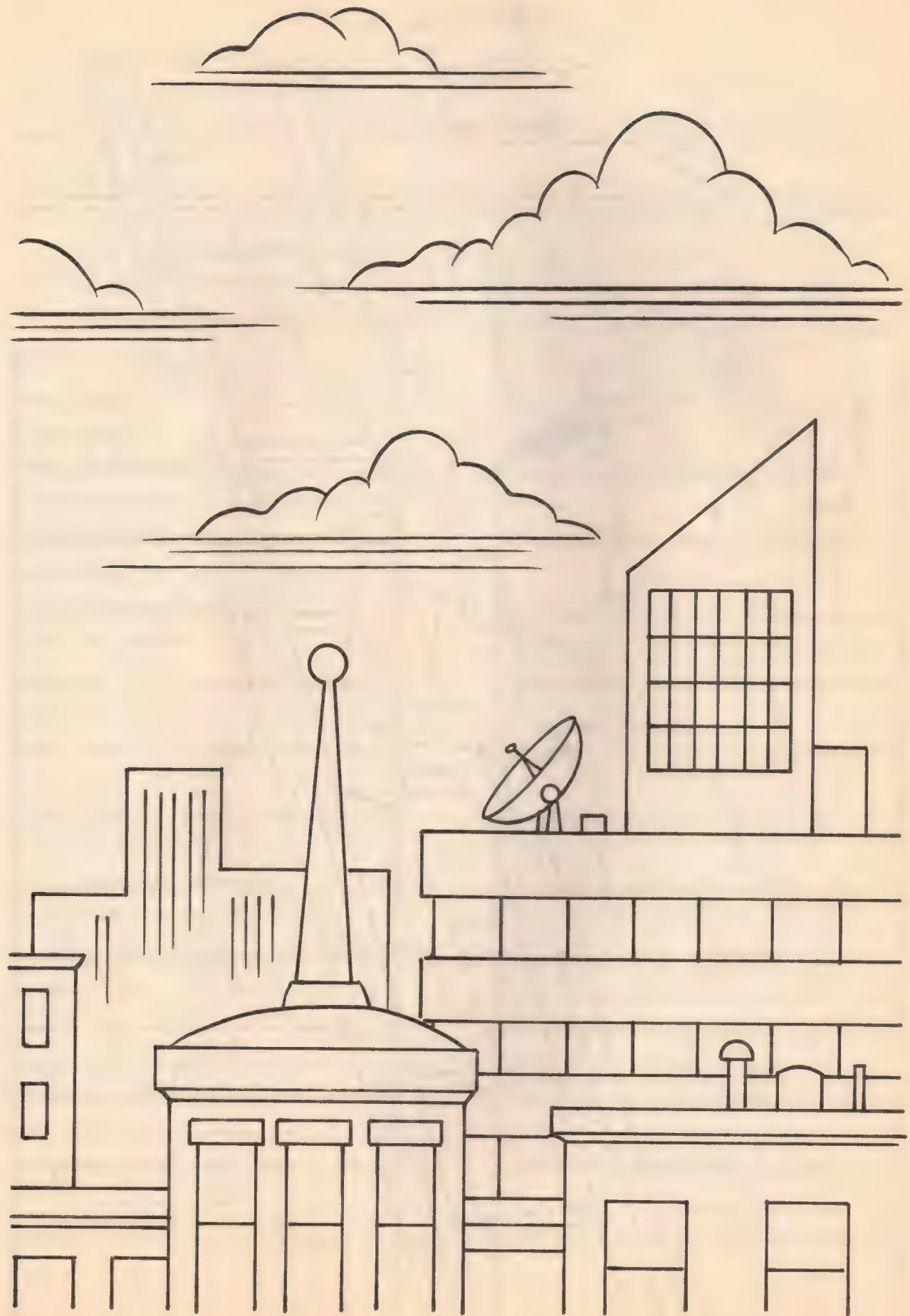


WHERE IS DARKWING?

Help J. Gander Hooter find him.









LADDER RACE!

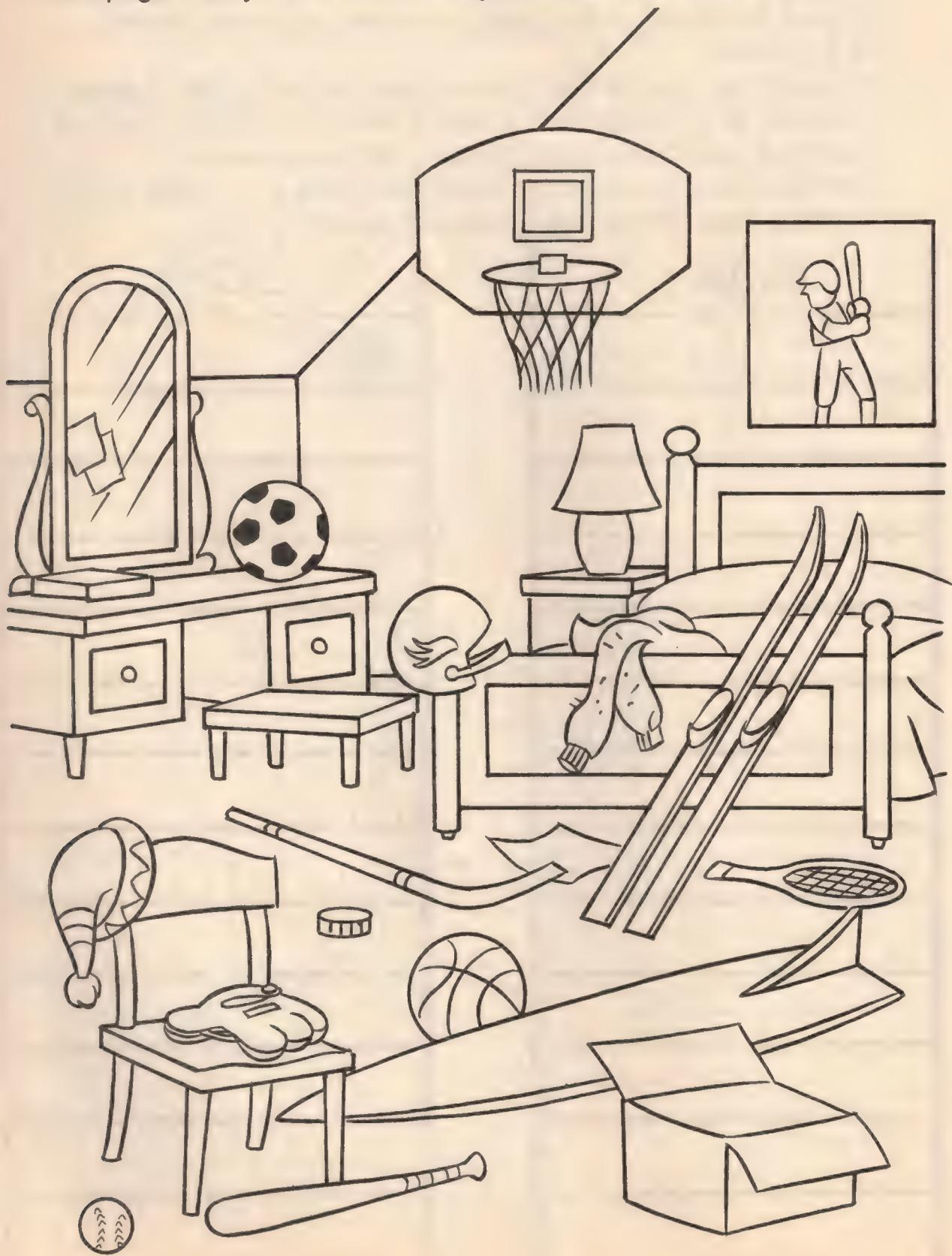
- This is a game for 2 players.
- One player uses X's, the other O's.
- Start at the bottom of the ladder and move up, without skipping any spaces.
- At each turn, a player puts 3 marks in the ladder spaces. A player might put all 3 marks in one space, or two marks in one space and one mark just above, or all 3 marks in different spaces.
- The first player to put a mark in the goal space wins. When you're finished, draw another ladder and play again!

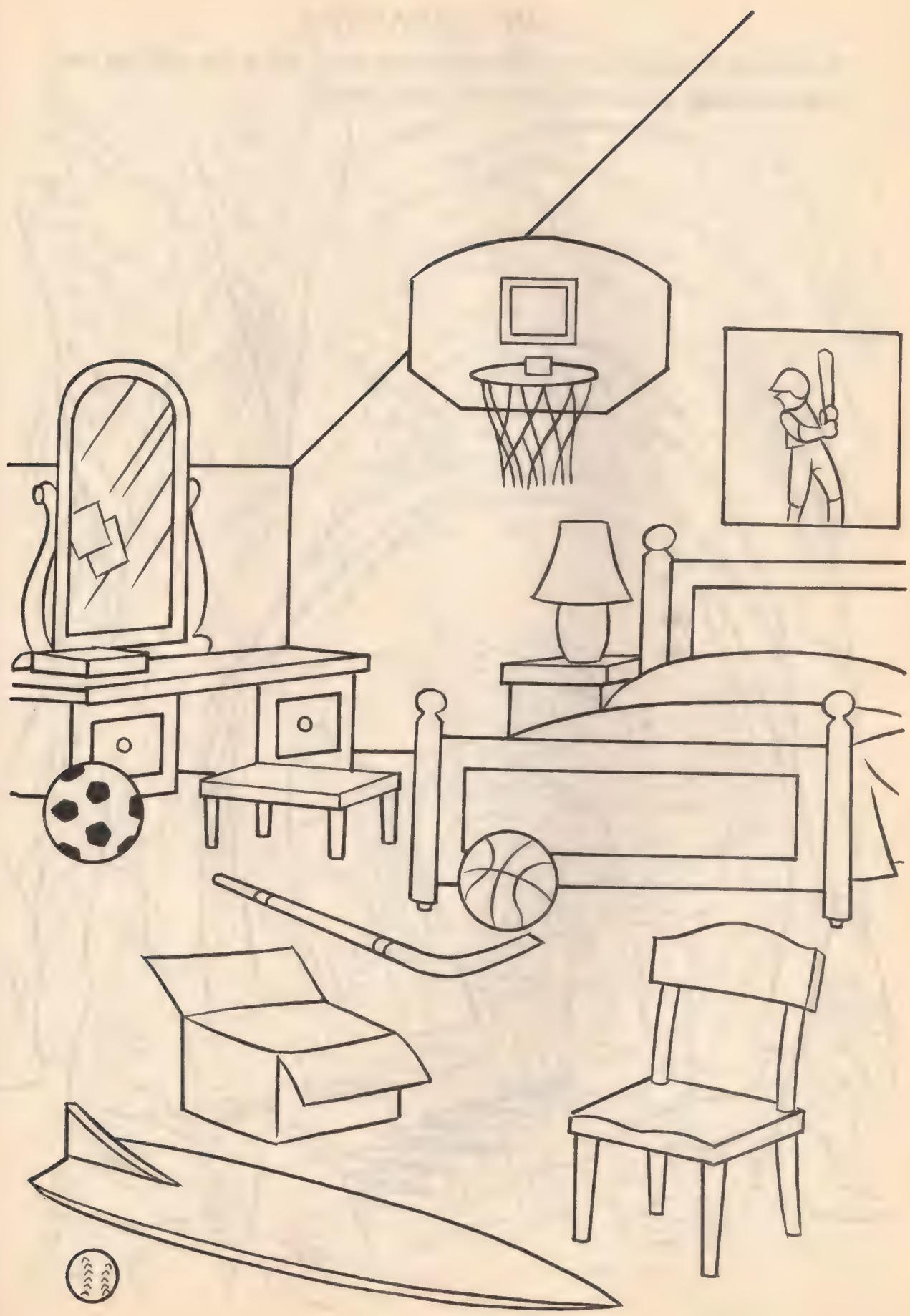
GOAL

GOAL

SPRING CLEANING!

Look closely at Gosalyn's messy room, then at the room on the next page. Can you tell what Gosalyn moved or put away?





CAVE CREATURE

To find out who Darkwing met inside the cave, color the spaces with one dot brown and those with two dots green.





FINGERPRINTS



LOOP



WHORL



ARCH



I

2

3

POSITIVE IDENTIFICATION

Compare these fingerprints to the three examples at the top. Can you tell which is a whorl, a loop, or an arch? Write the number of the example that most closely matches each fingerprint on the line below it.

A



B



C



D



E



F



G

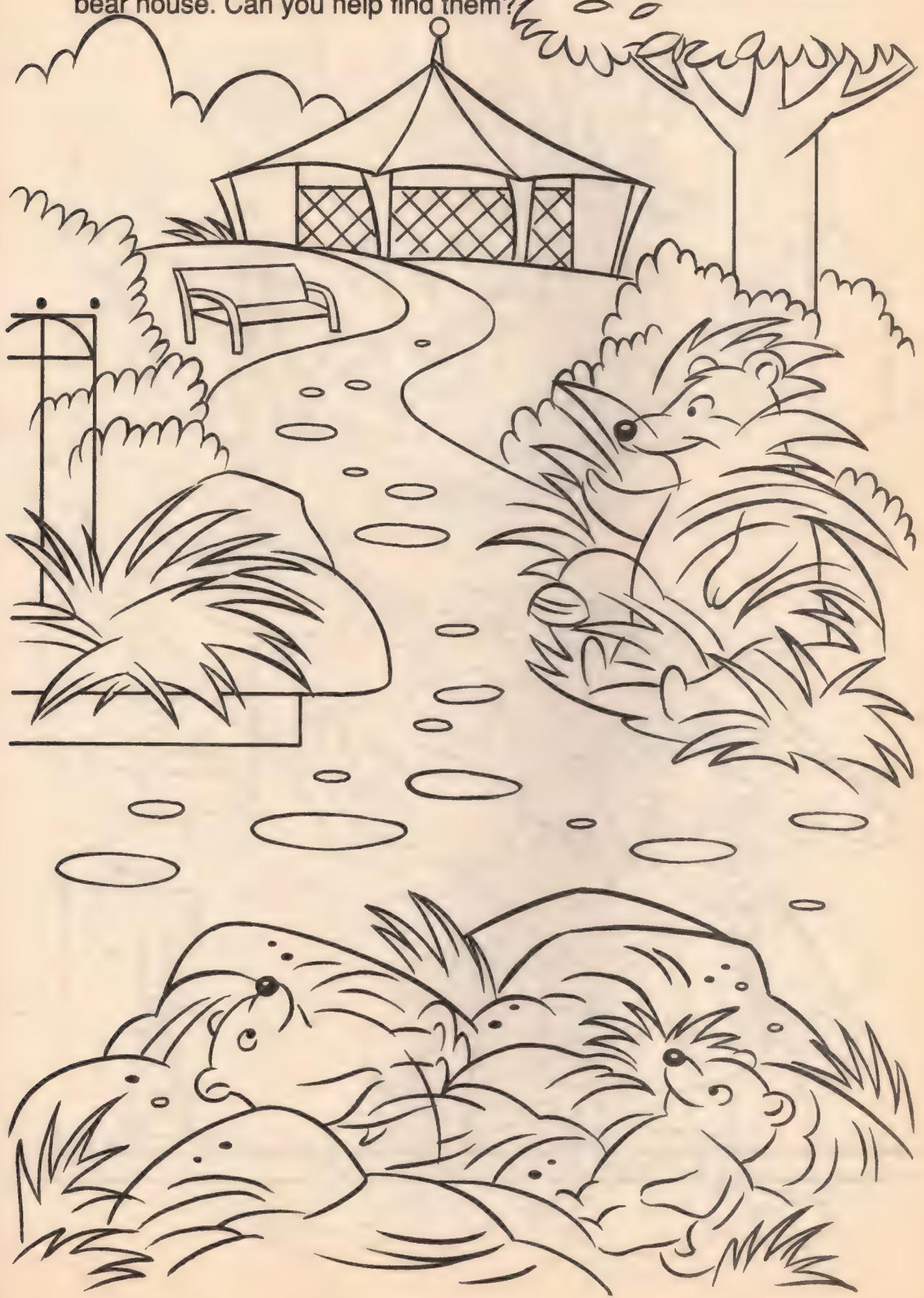


H





Honker and Gosalyn saw Mother Bear and her cubs get out of the bear house. Can you help find them?









To find out what toy Honker found in his cereal box, connect the dots.



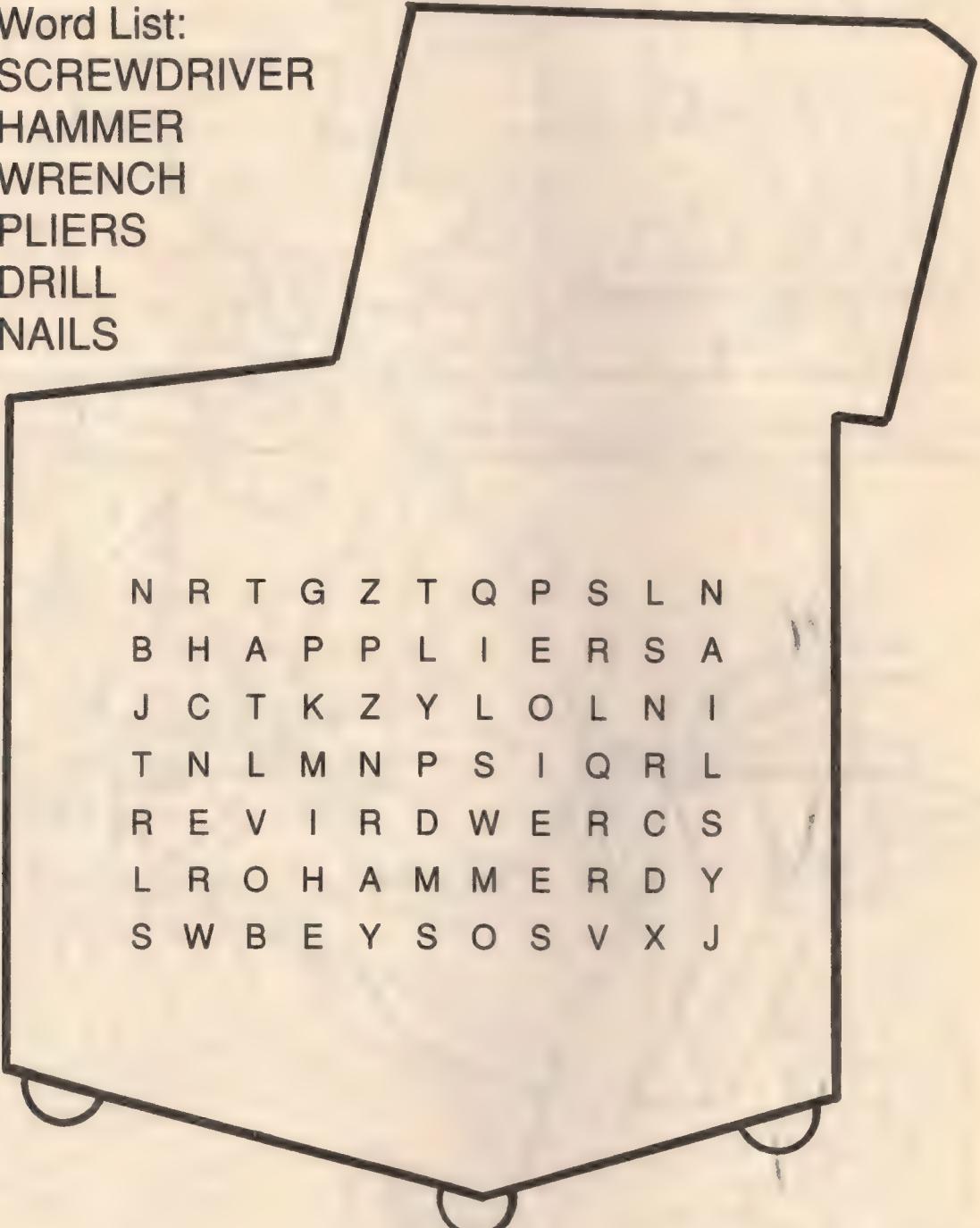


TOOL SEARCH

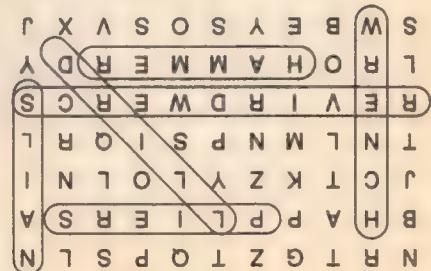
Help Launchpad fix Thunderquack. Look up, down, forward, backward, and diagonally to find the words in his toolbox.

Word List:

SCREWDRIVER
HAMMER
WRENCH
PLIERS
DRILL
NAILS



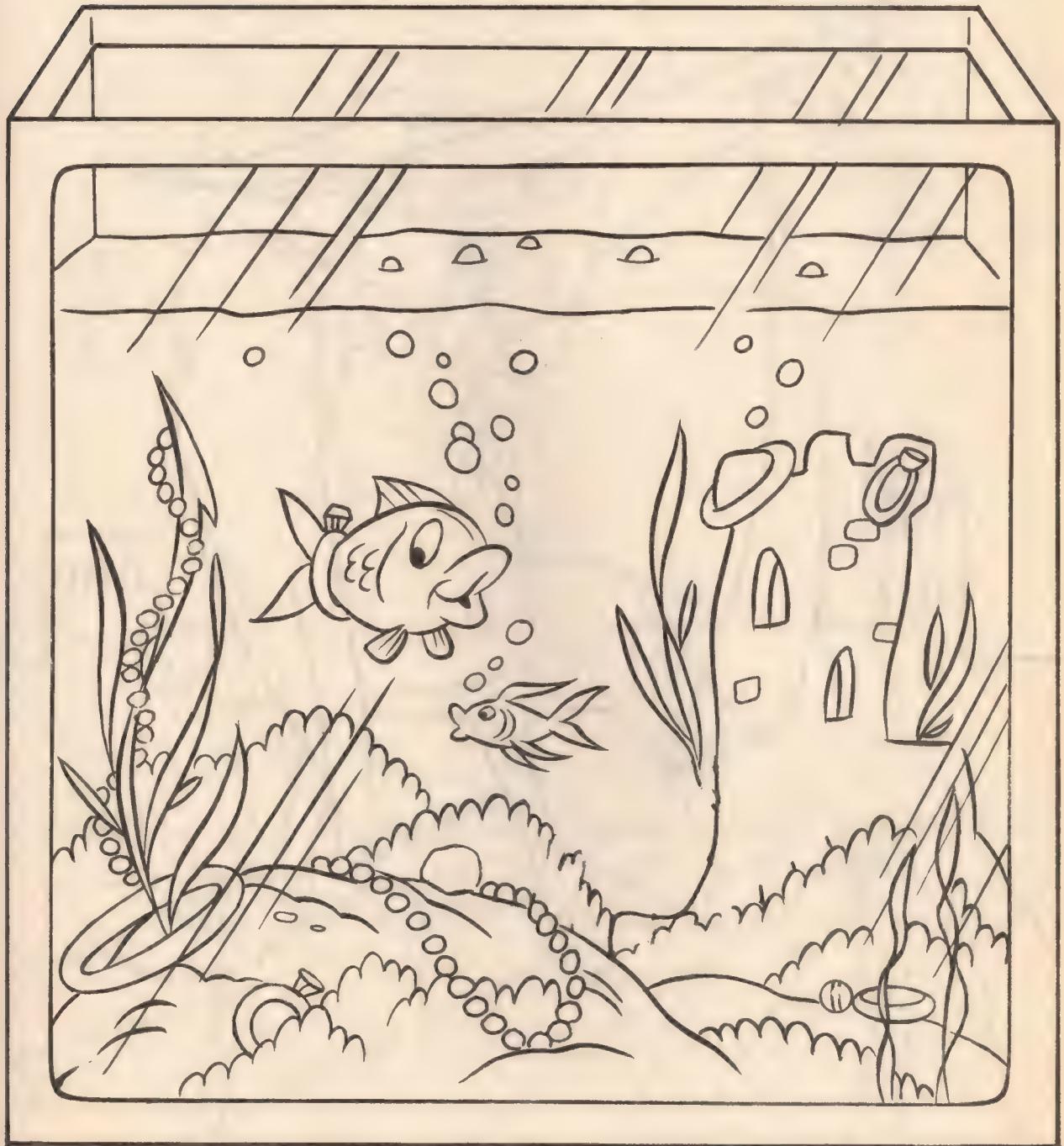
N R T G Z T Q P S L N
B H A P P L I E R S A
J C T K Z Y L O L N I
T N L M N P S I Q R L
R E V I R D W E R C S
L R O H A M M E R D Y
S W B E Y S O S V X J

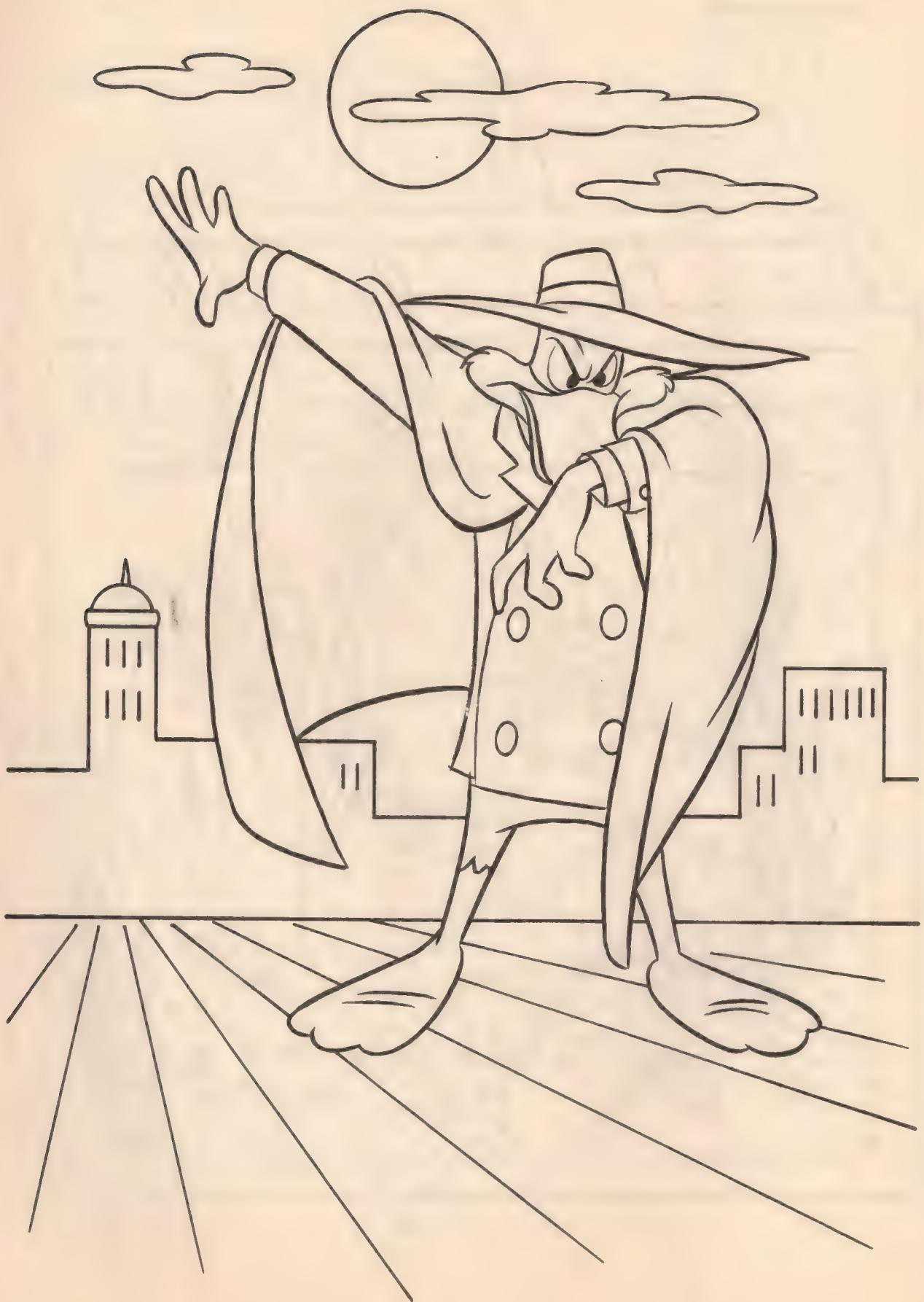


S W B E Y S O S V X J
L R O H A M M E R D Y
R E V I R D W E R C S
T N L M N P S I Q R L
J C T K Z Y L O L N I
B H A P P L I E R S A
N R T G Z T Q P S L N

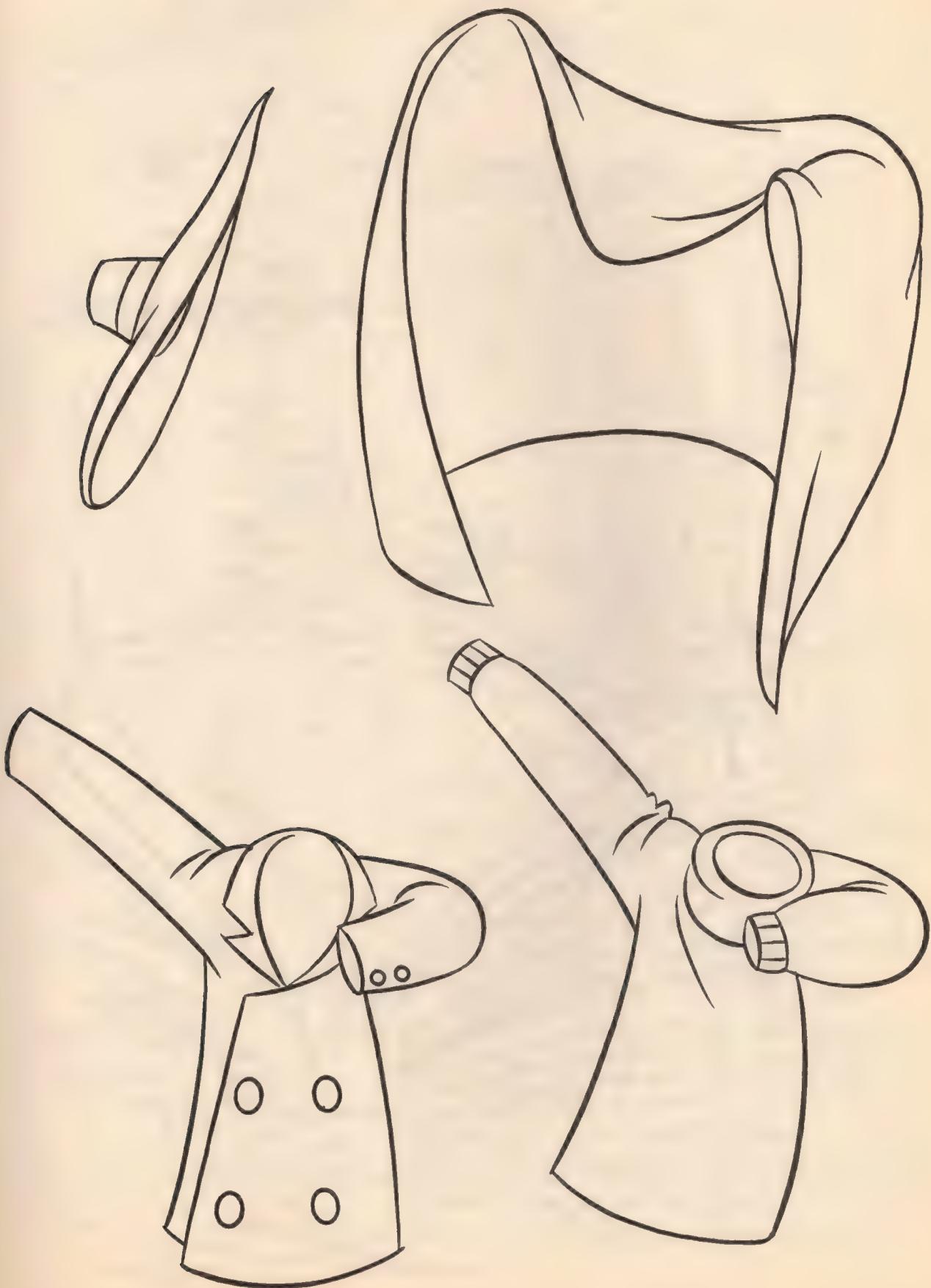


Steelbeak has hidden the stolen jewels in his aquarium. How many can you find?

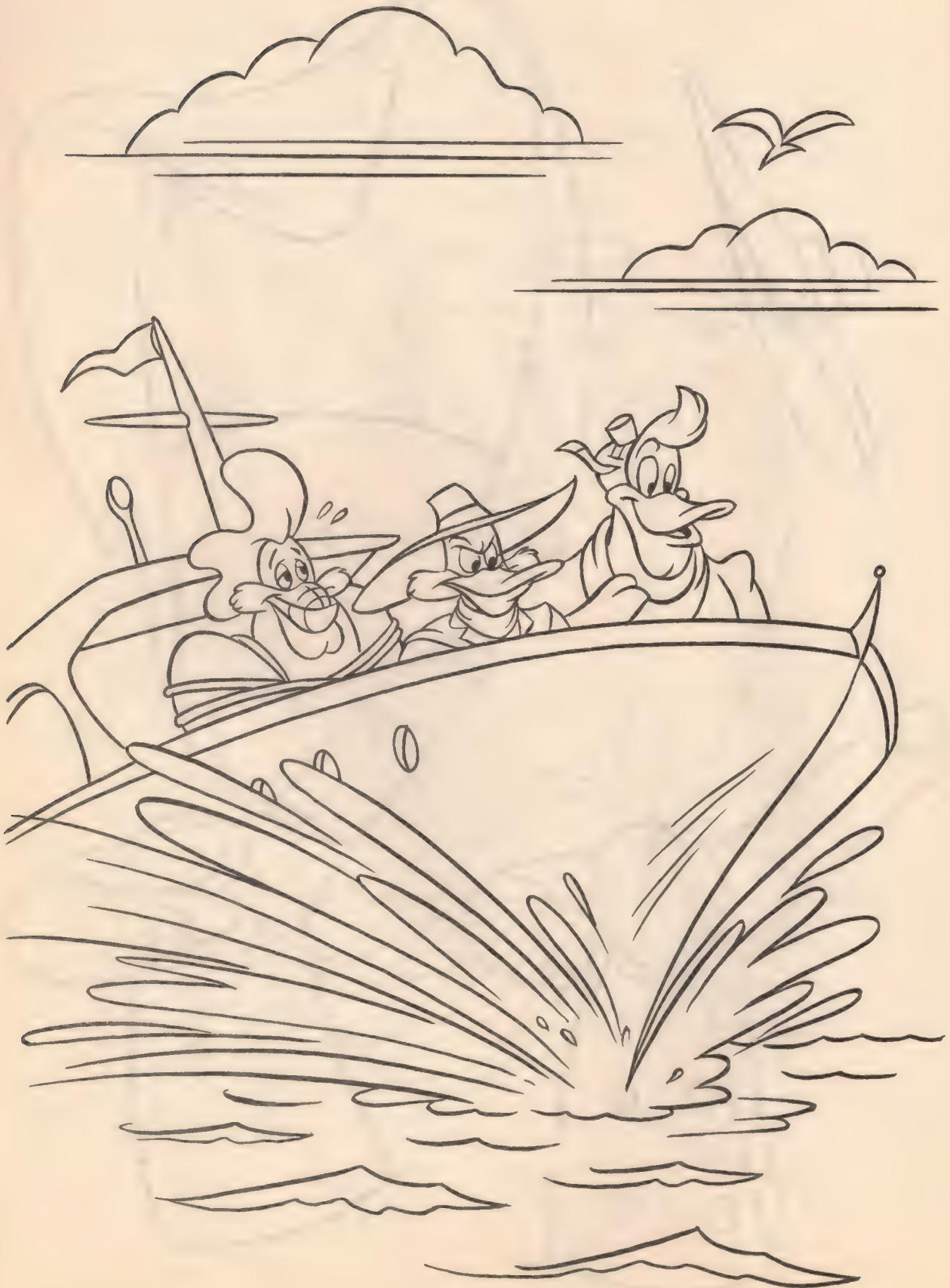




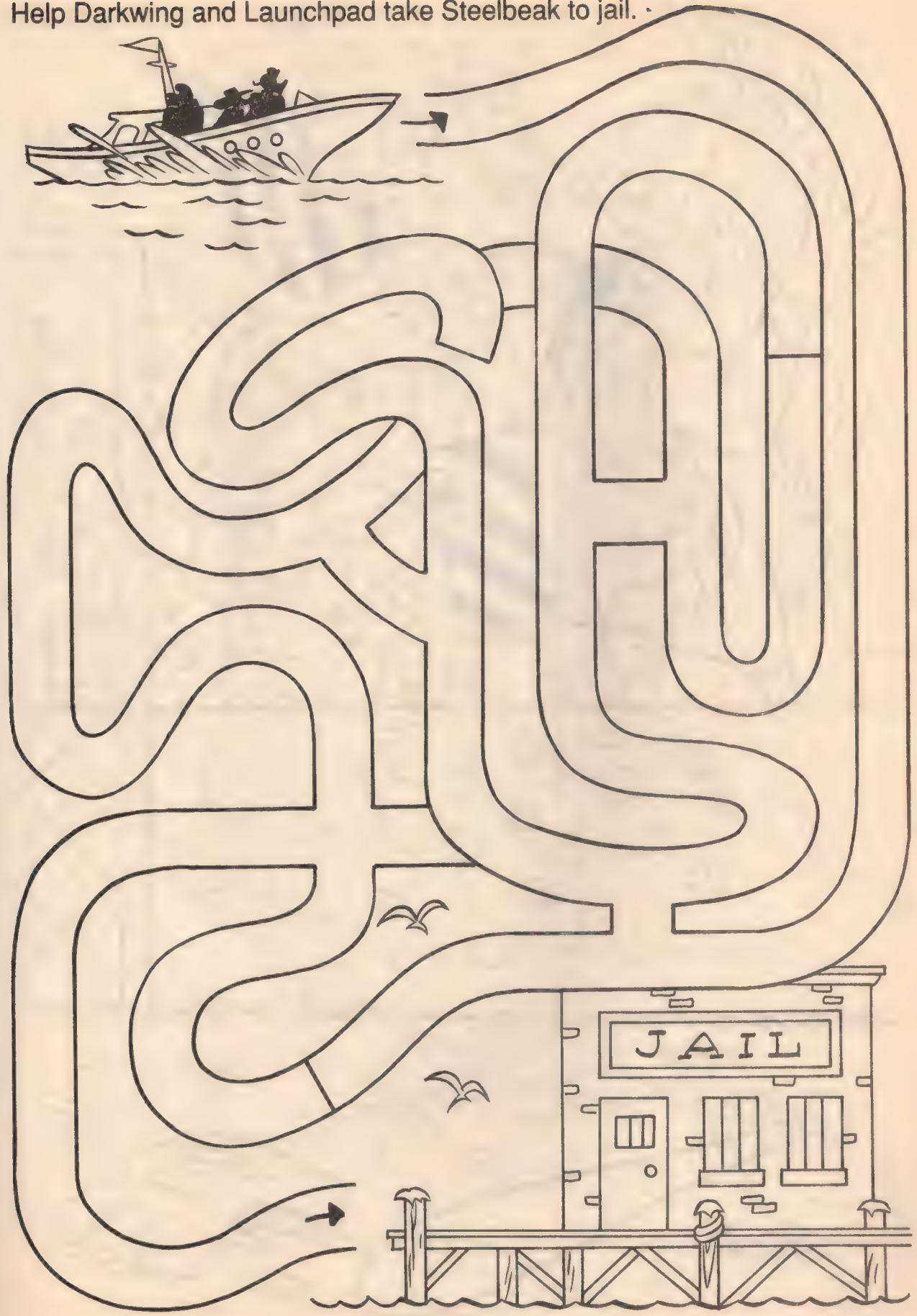
Color the parts of Darkwing's costume.

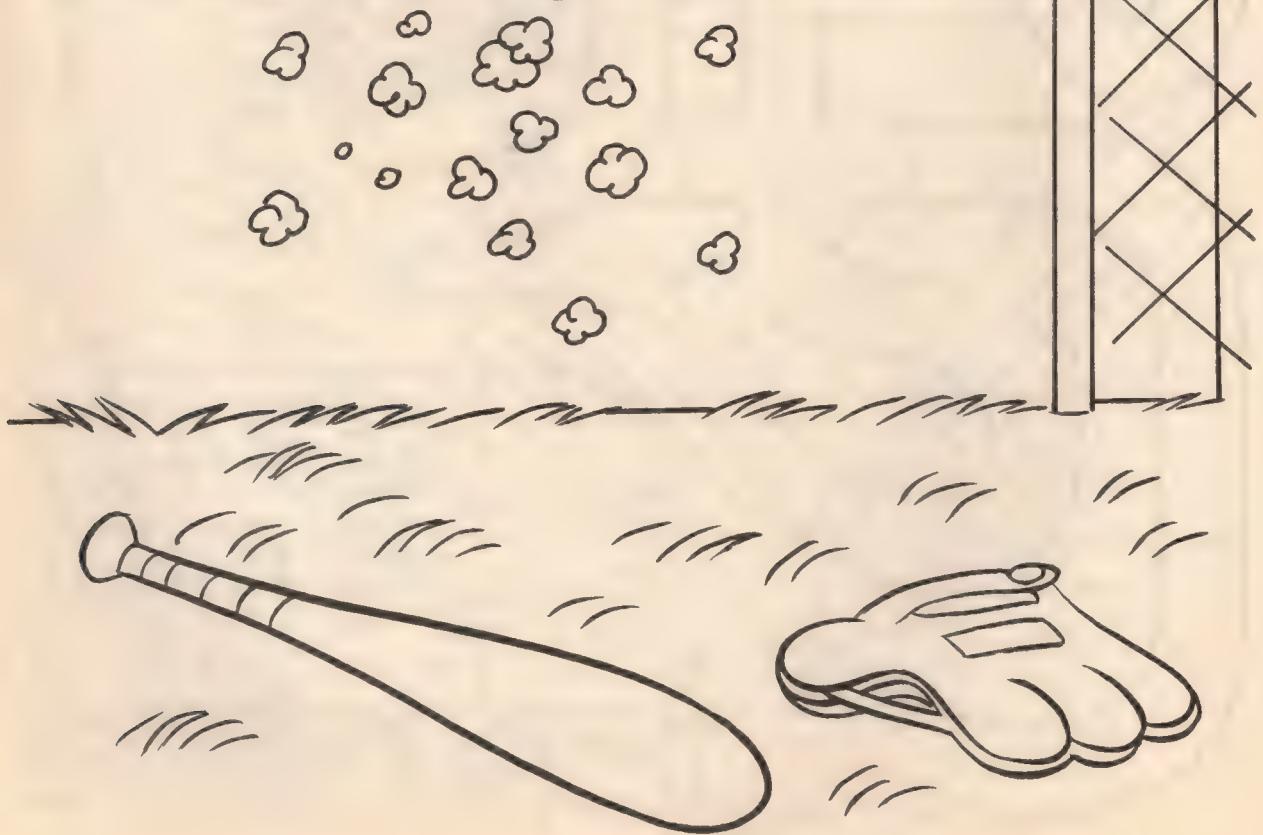


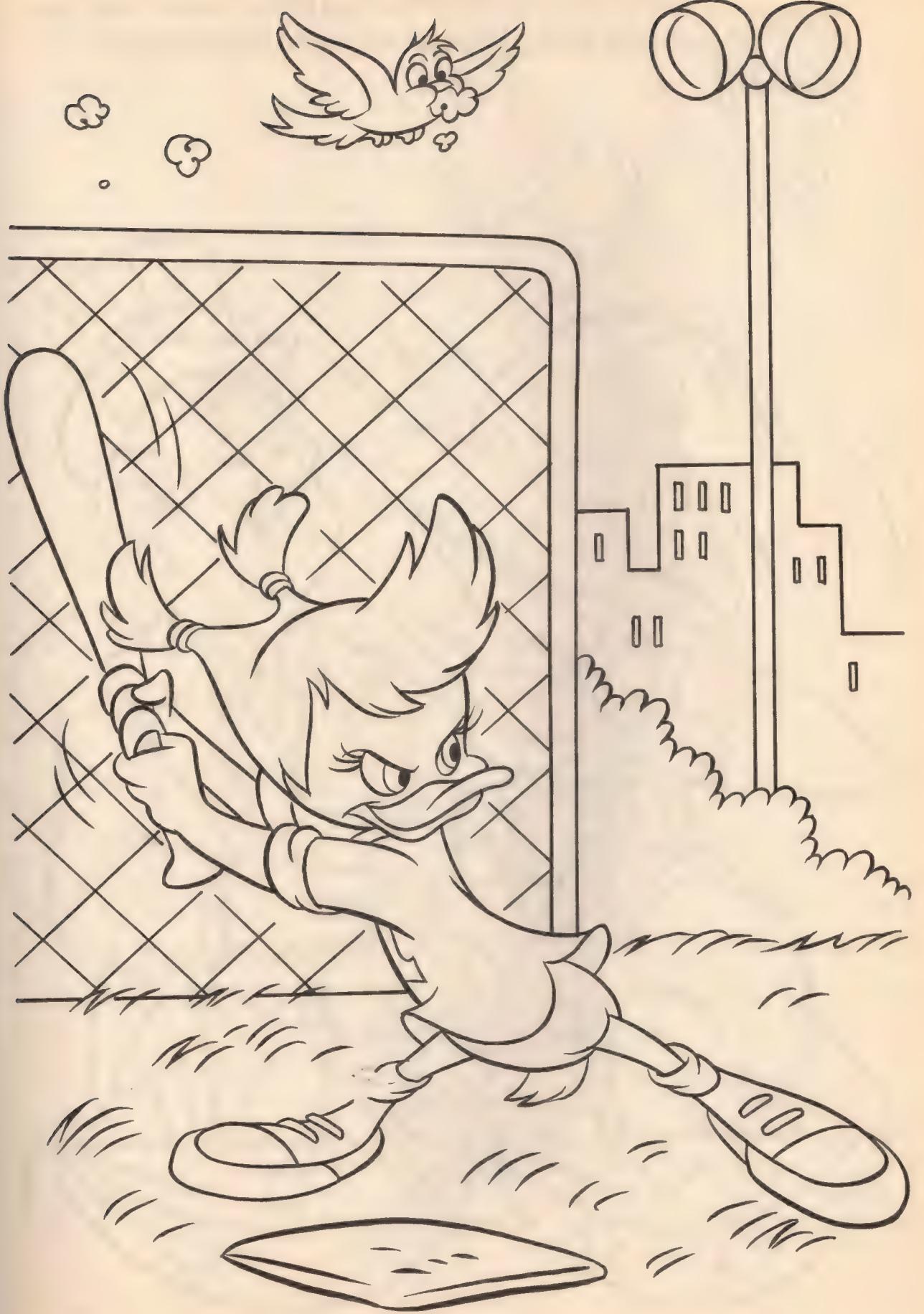
SPECIAL DELIVERY



Help Darkwing and Launchpad take Steelbeak to jail.





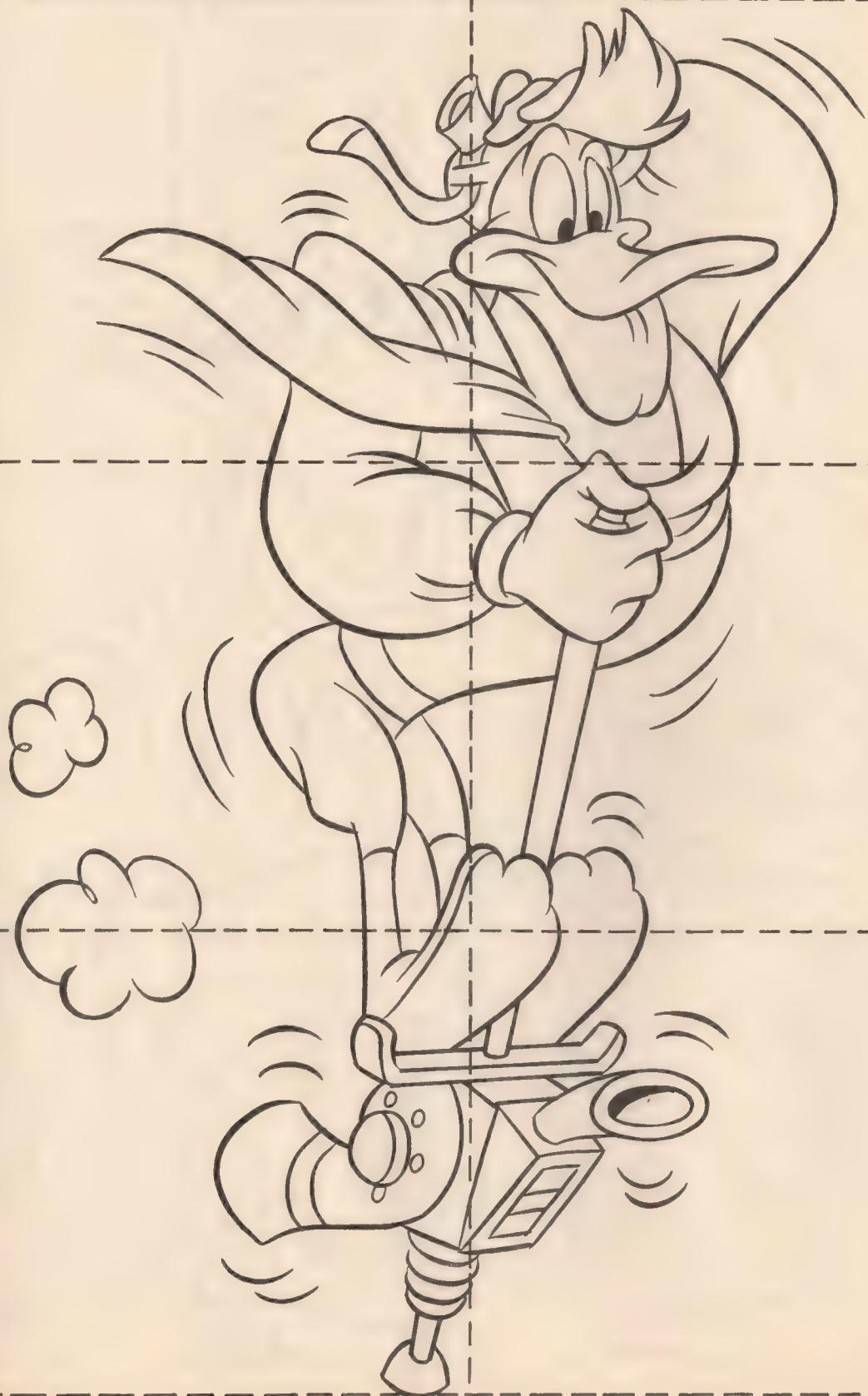


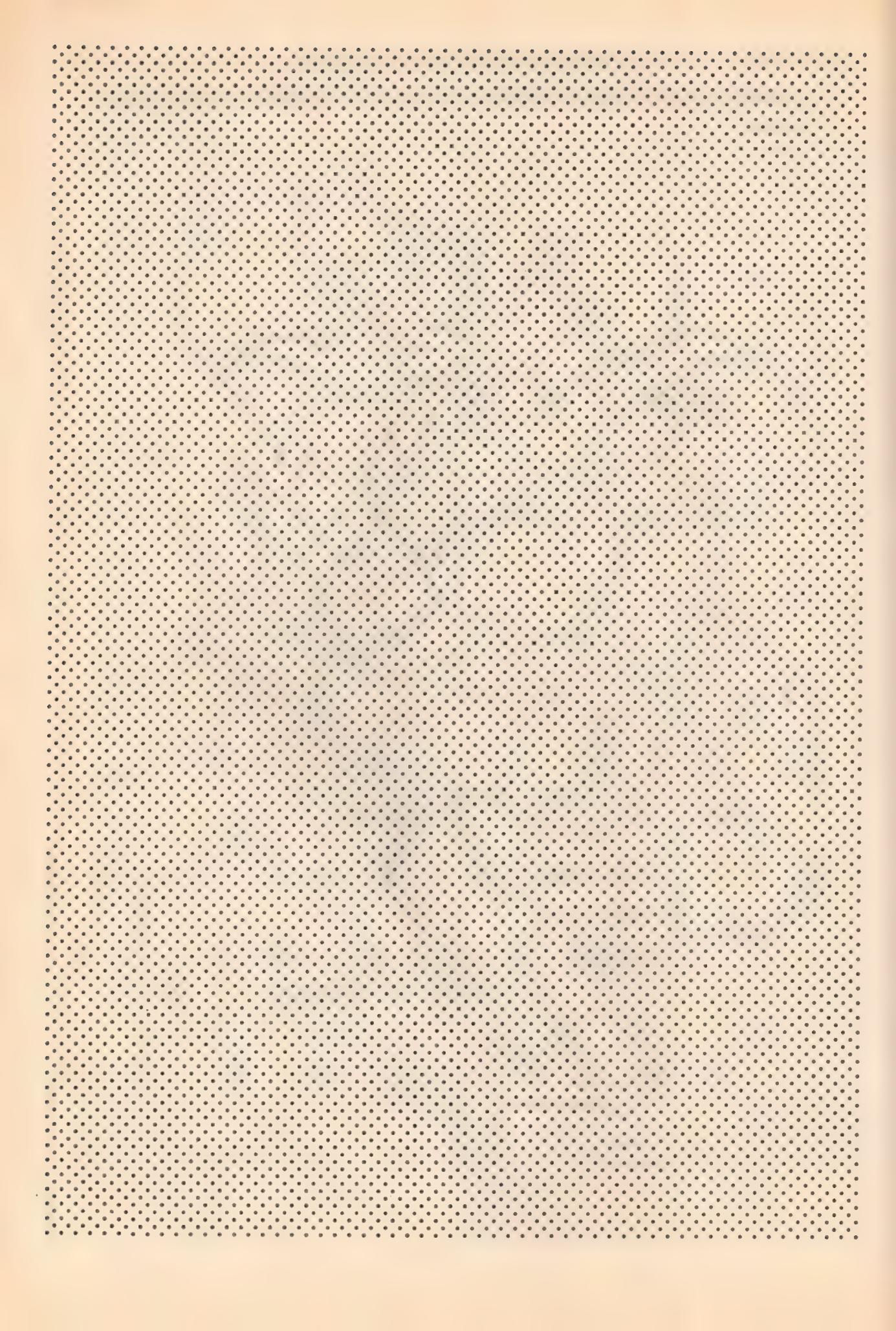
The mayor is giving Darkwing a badge for his brave fight against crime. Cut it out and paste it on his chest.



POGO STICK PUZZLE

Cut out the puzzle pieces. Mix them up and try to put the picture back together.





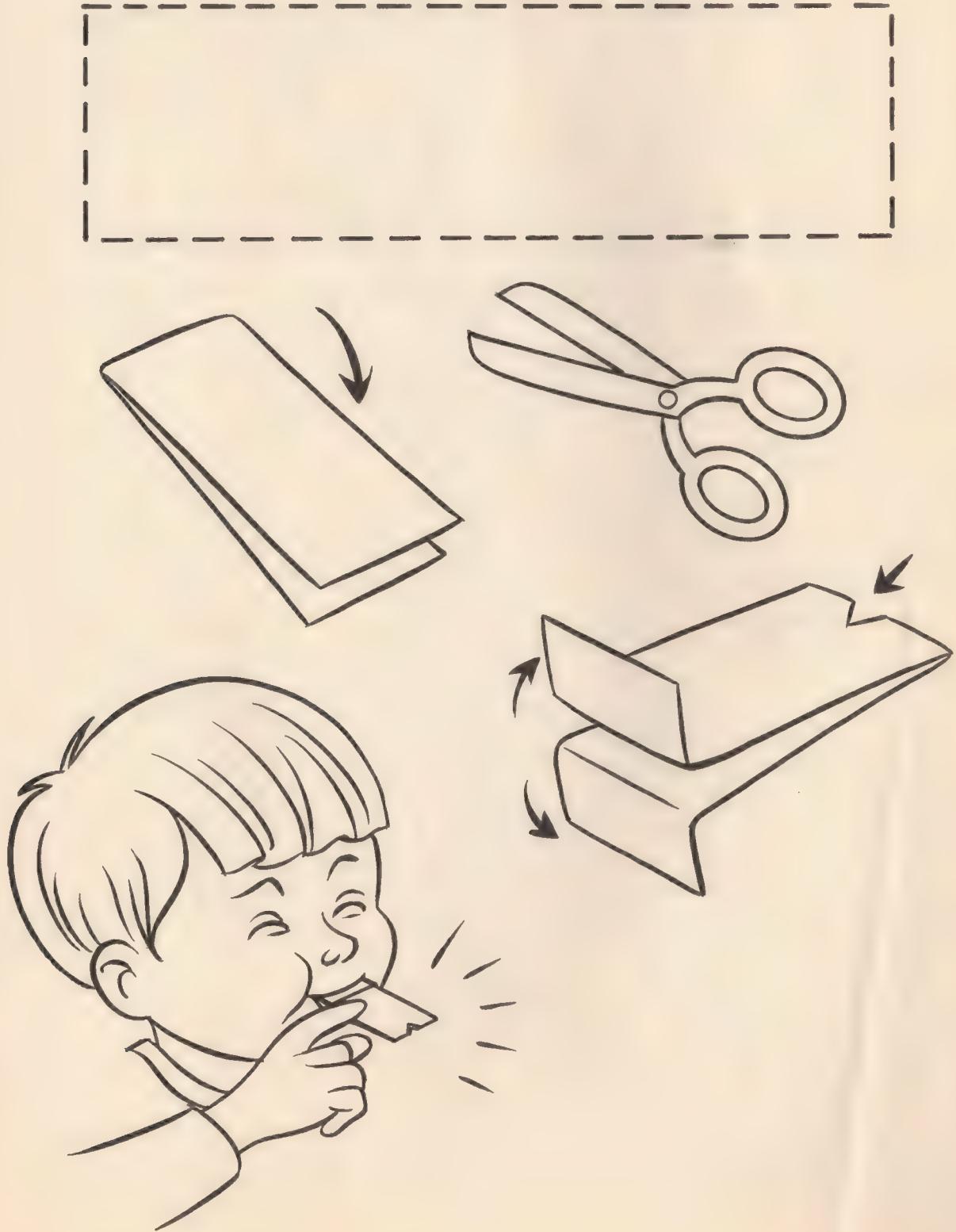
What did Gosalyn give Drake Mallard
for his birthday? Connect the
dots to find out.

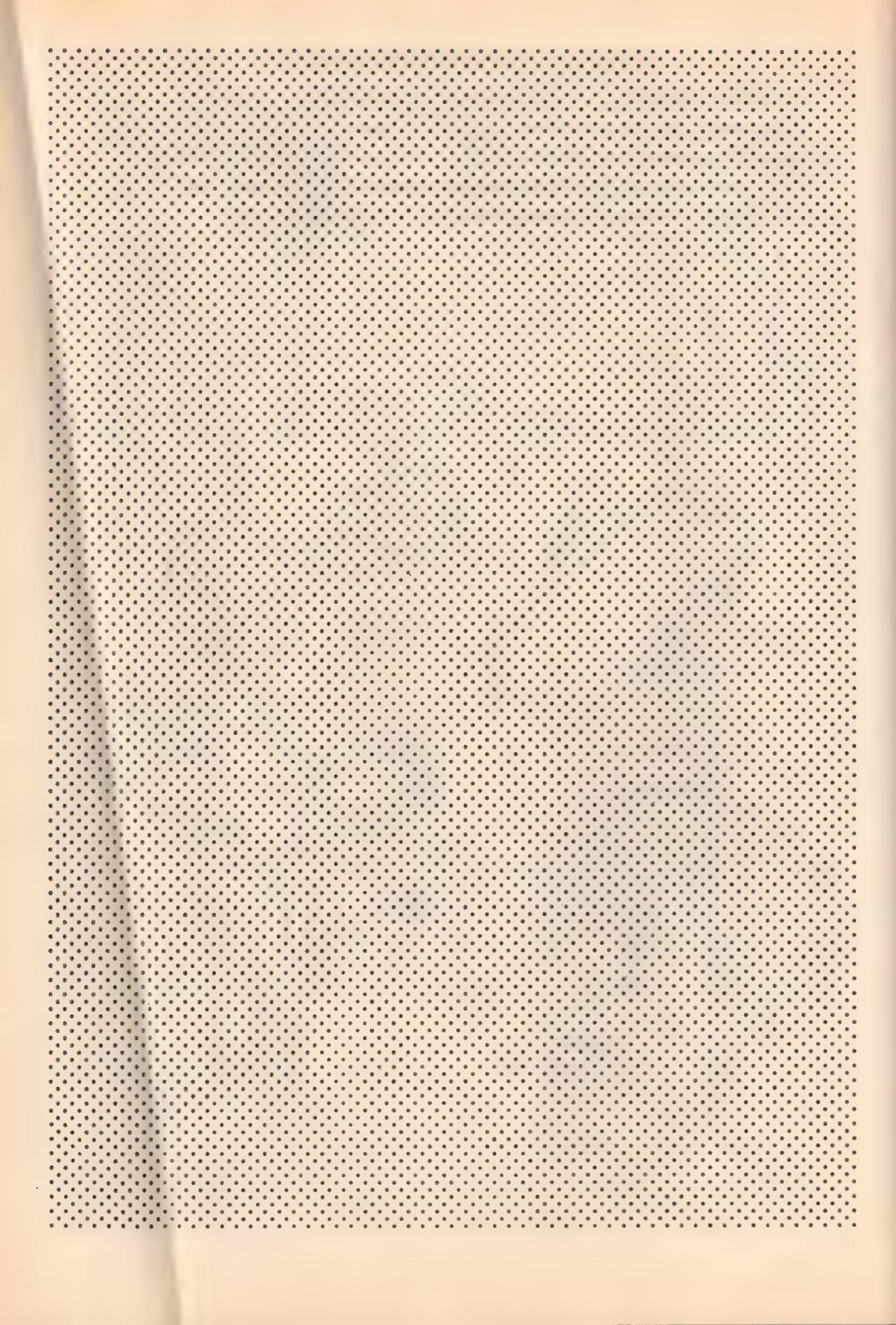




MAKE A PAPER WHISTLE

To make a whistle, cut out the strip of paper below and fold it in half lengthwise, as shown in the diagram. Then fold one end of the strip up and the other end down. Tear or cut a notch in the folded end. Place the end with the folded edges against your mouth, and blow hard. Hold the whistle loosely so the air can get through.



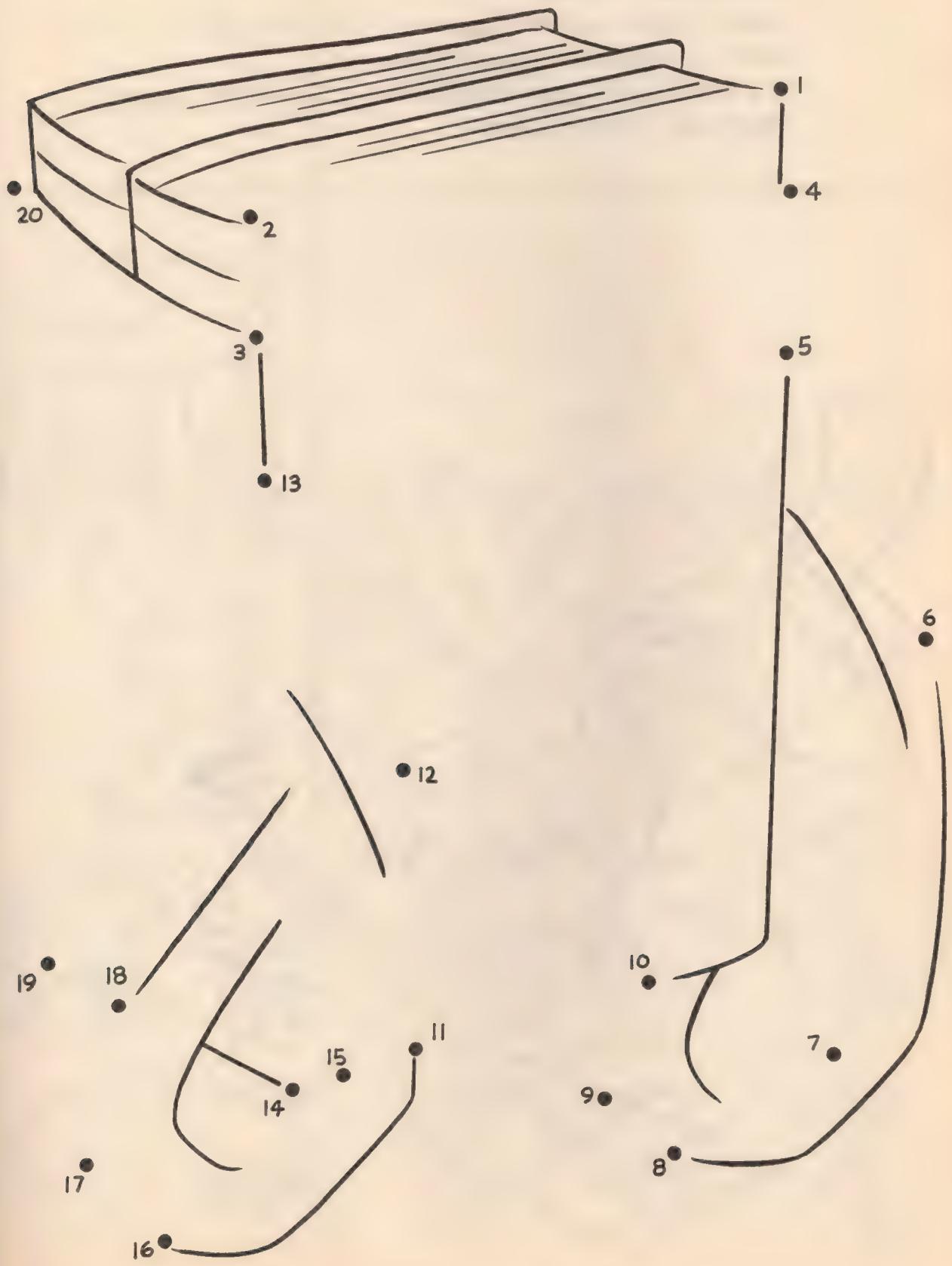


Where is Darkwing about to land? Finish the picture.





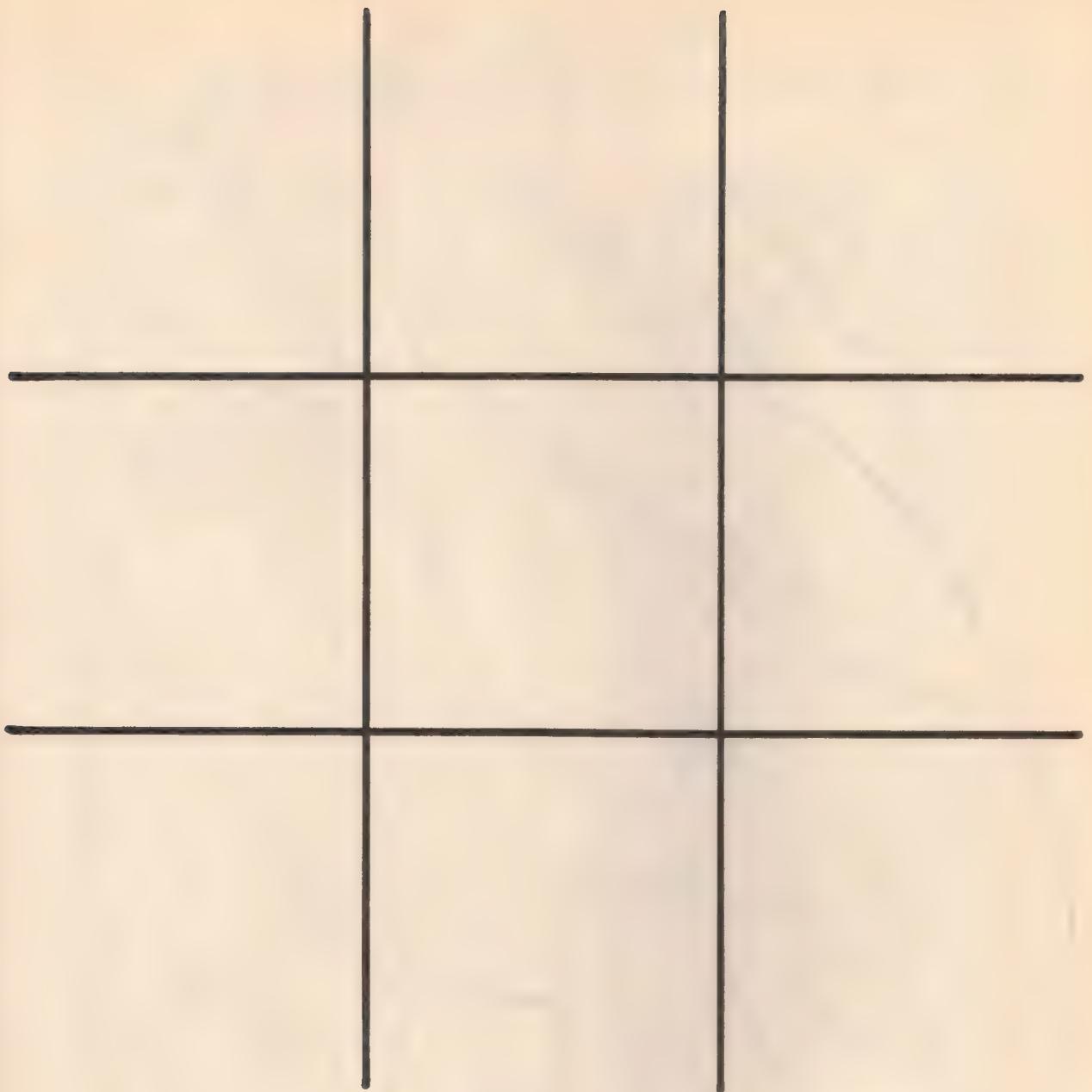
Honker is on his way to school. What did he forget? Connect the dots to find out.



TIC-TAC-TOE

- This is a game for 2 players.
- Cut out the 10 tokens.
- Divide tokens so each player has 5 of the same.
- Take turns putting a token on the grid.
- The first player to get 3 tokens in a row (across, down, or diagonally) wins the game.

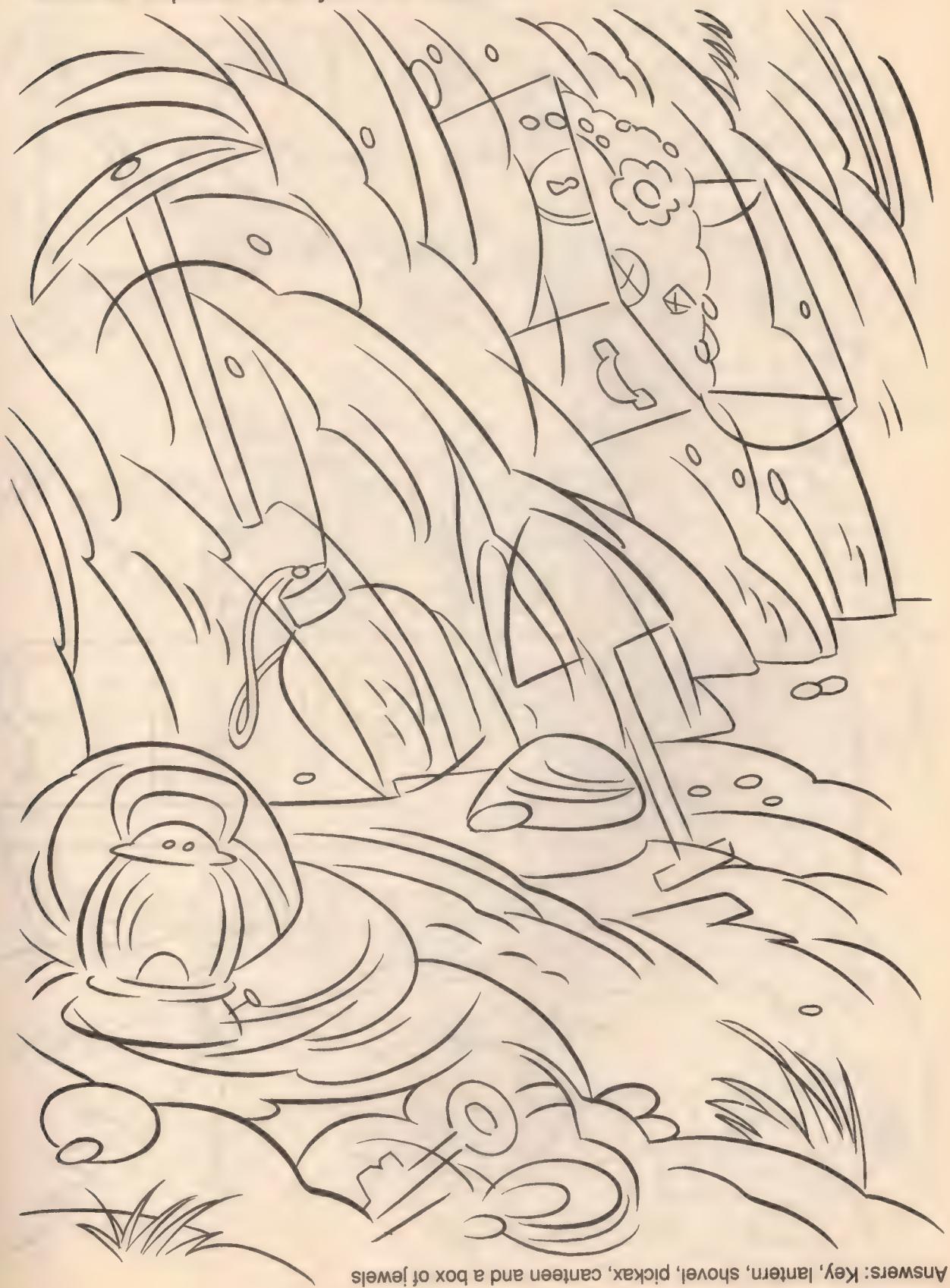






LET'S EXPLORE!

While exploring this cave, Darkwing found some things left behind by another explorer. Can you find them?



Answers: Key, lantern, shovel, pickax, canteen and a box of jewels

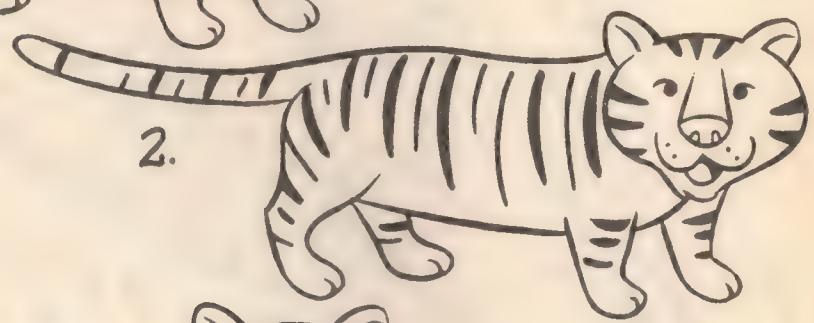


TIGER TROUBLE

Can you find the tiger that is different from the others?



1.



2.



3.



4.



5.

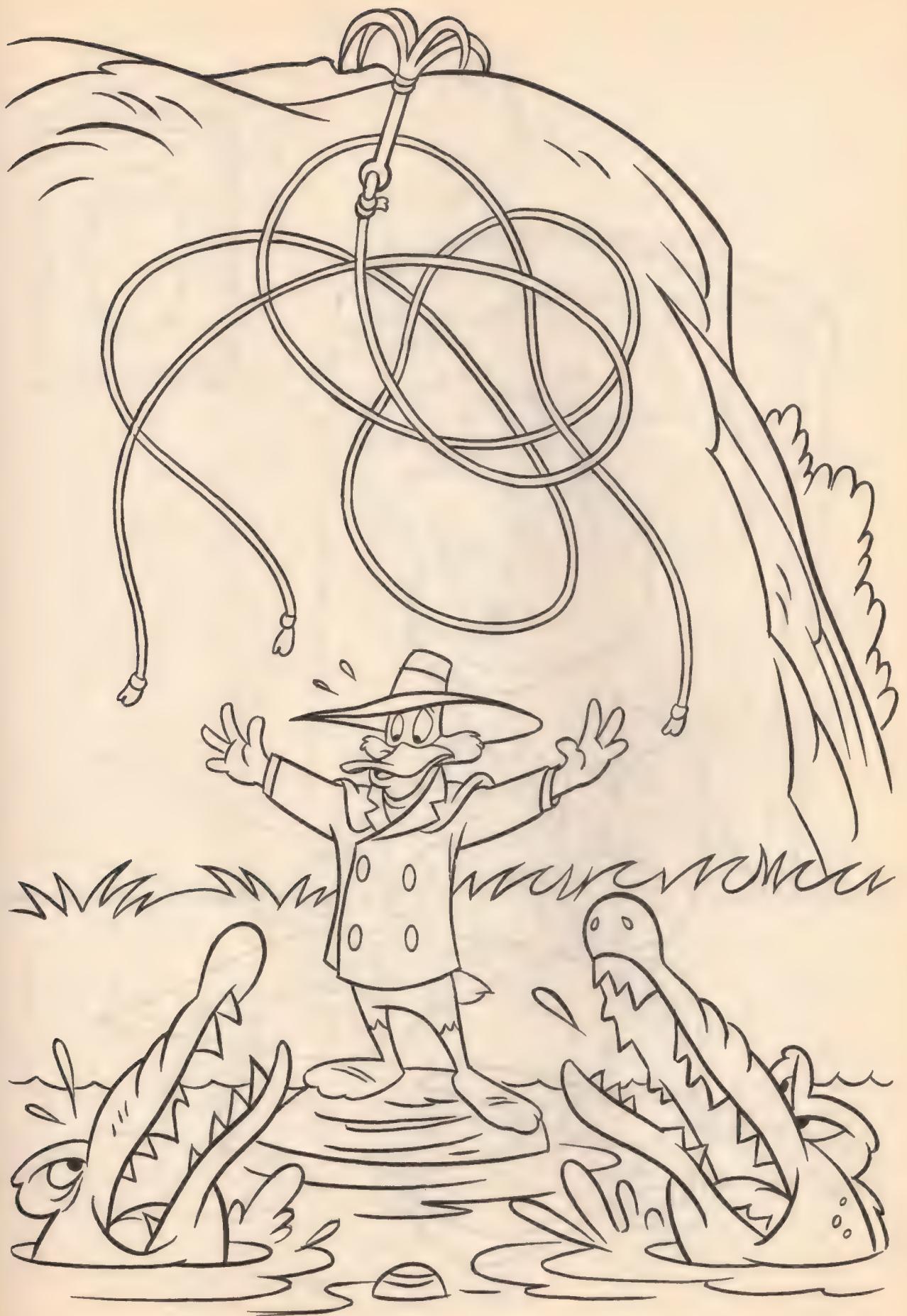


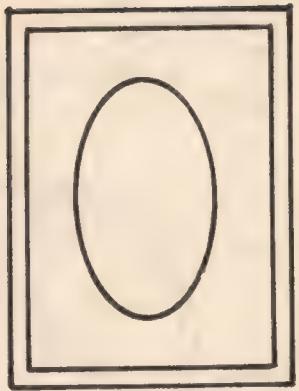
6.

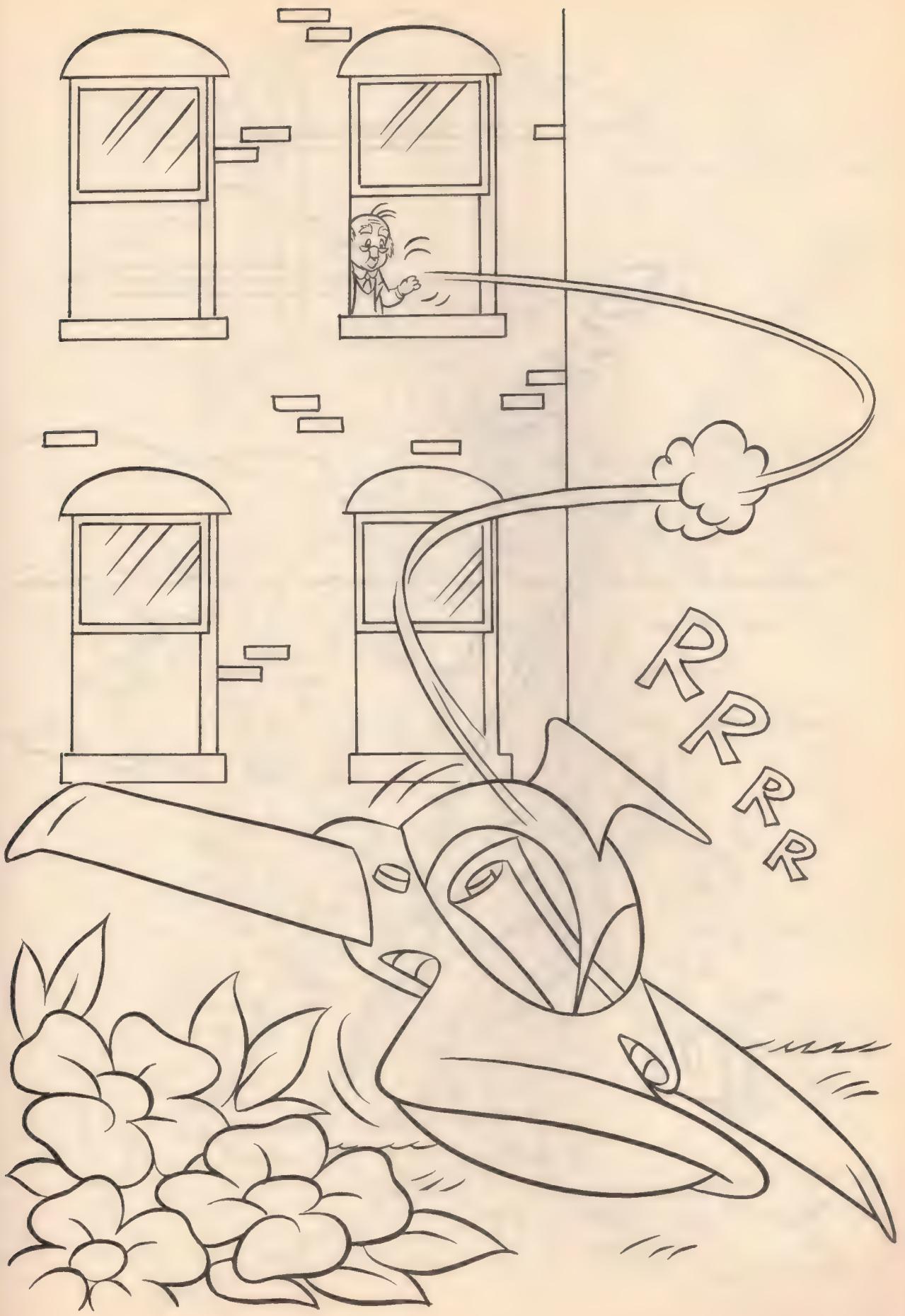
ANSWER: 4

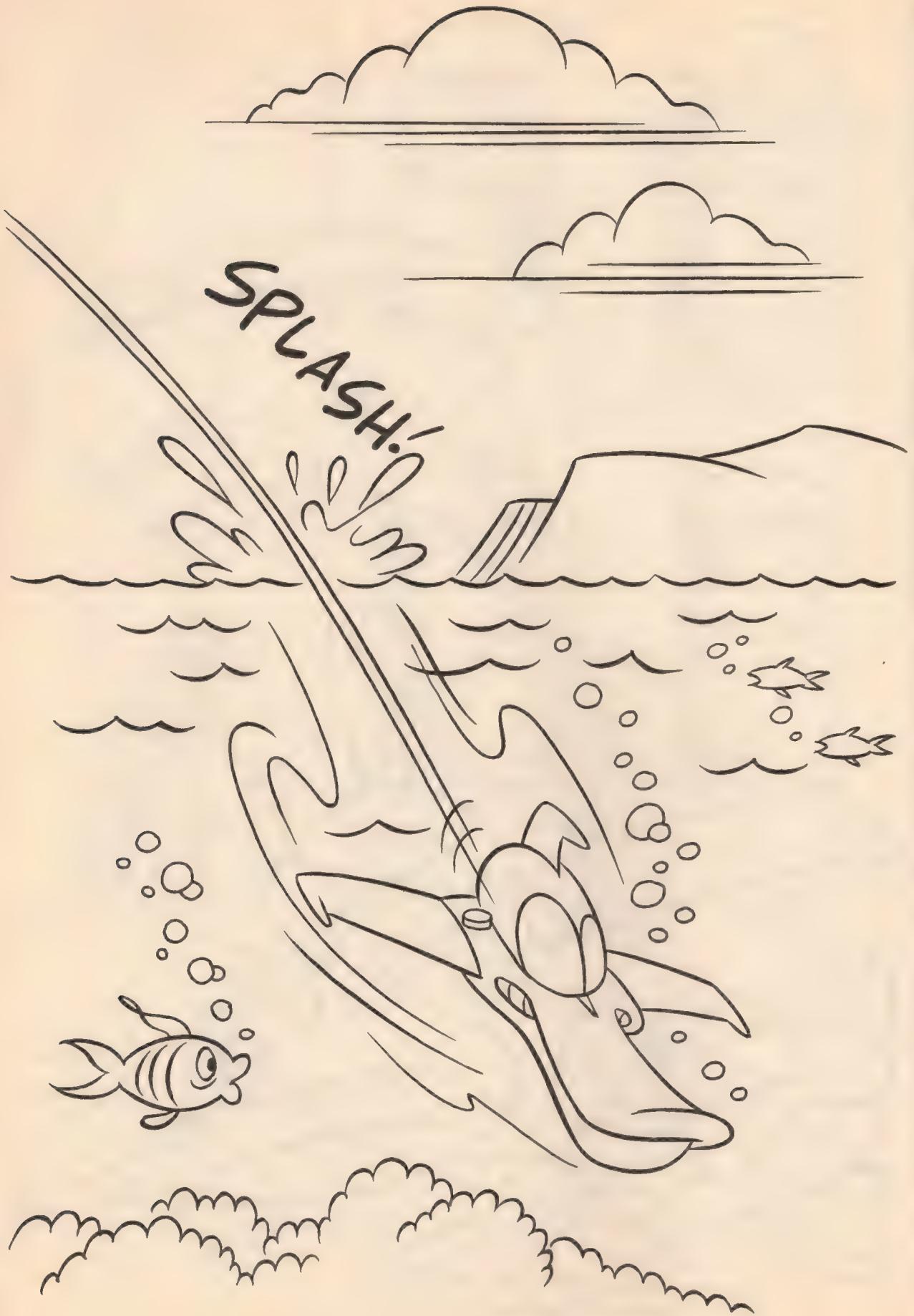
Help Darkwing Duck escape from the alligator pit. Which rope should he climb to safety?













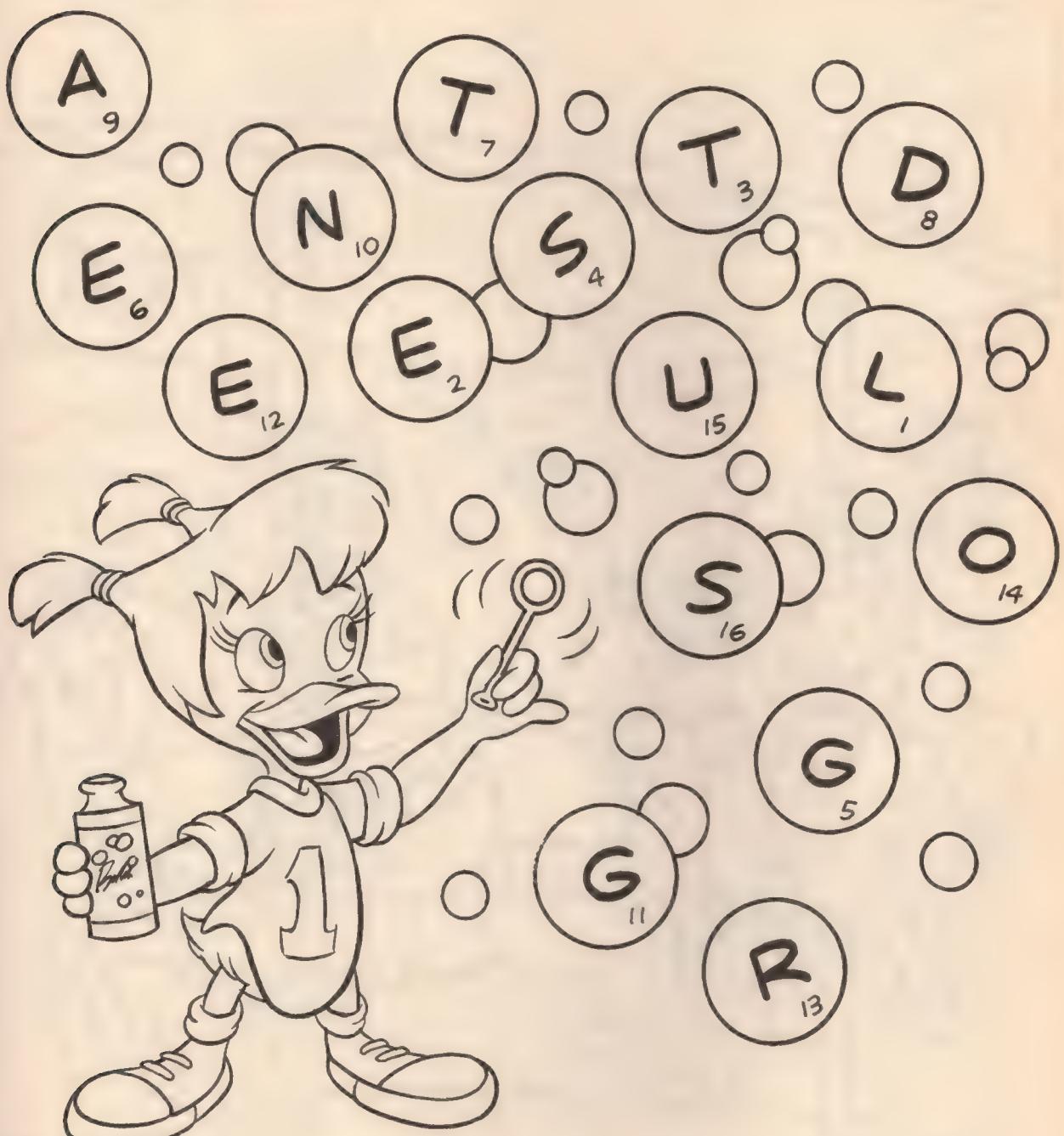
SECRET MESSAGE

Darkwing's assignment from SHUSH headquarters is written in code.
Help him figure out what it says. (HINT: The spaces between the
words are in the wrong place).

THEC ROW NJE
WELSH AVE
BE ENS TO
LEN. FIN
DTHE MAT
ON CE!

BUBBLE BLOWING PUZZLE

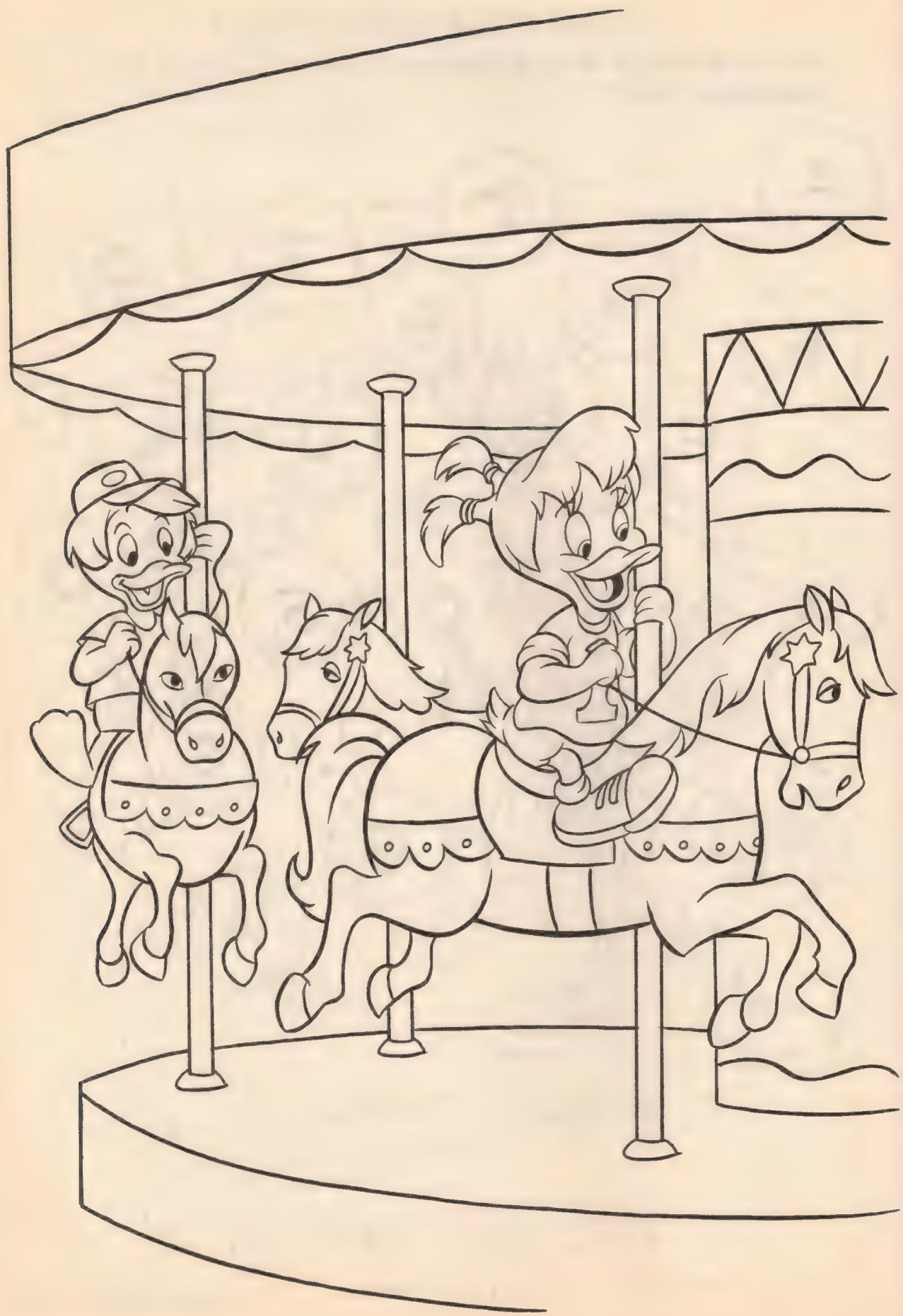
Take the letters out of the bubbles and put them in order to see Darkwing's motto.



— 1 — 2 — 3 — 4 — 5 — 6 — 7 —

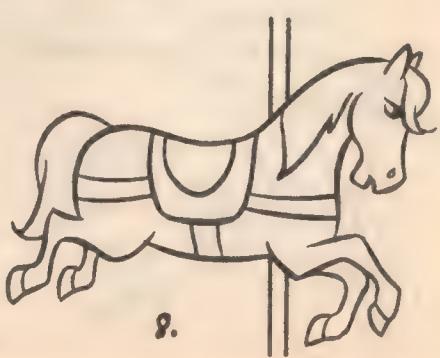
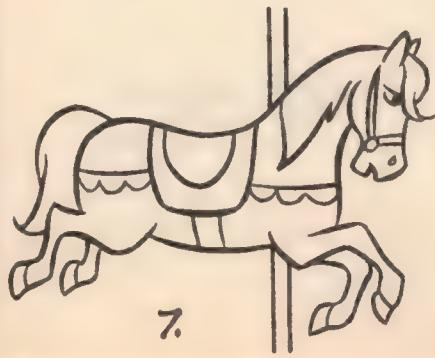
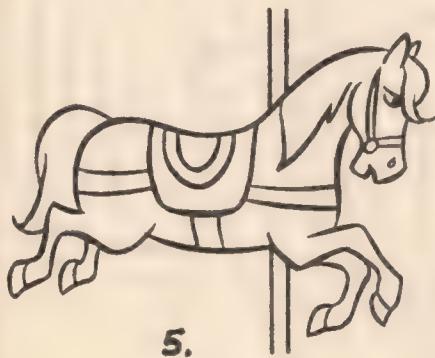
— 8 — 9 — 10 — 11 — 12 — 13 — 14 — 15 — 16 — !

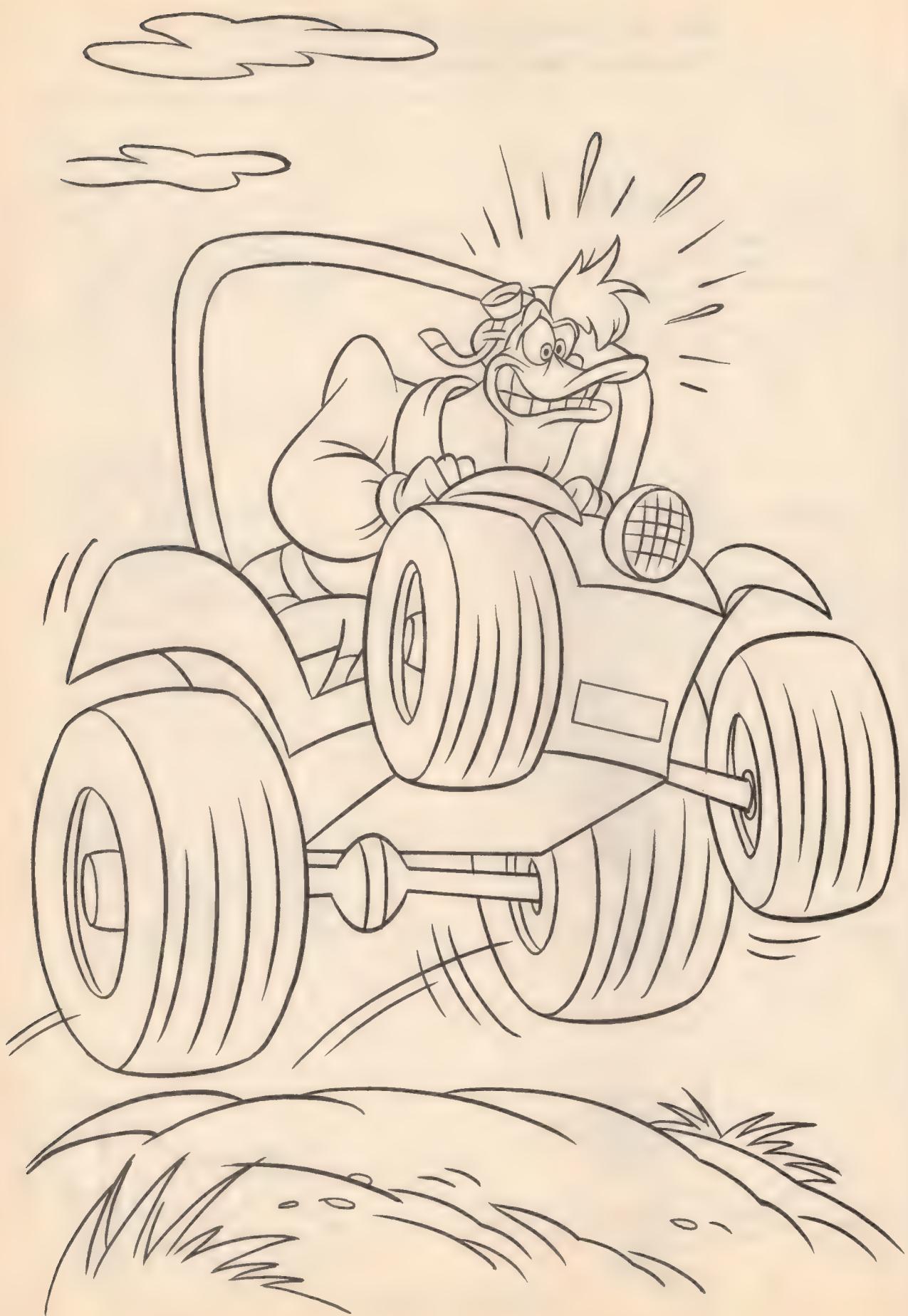
Answer: Let's get dangerous!



MERRY-GO-ROUND MATCHUP

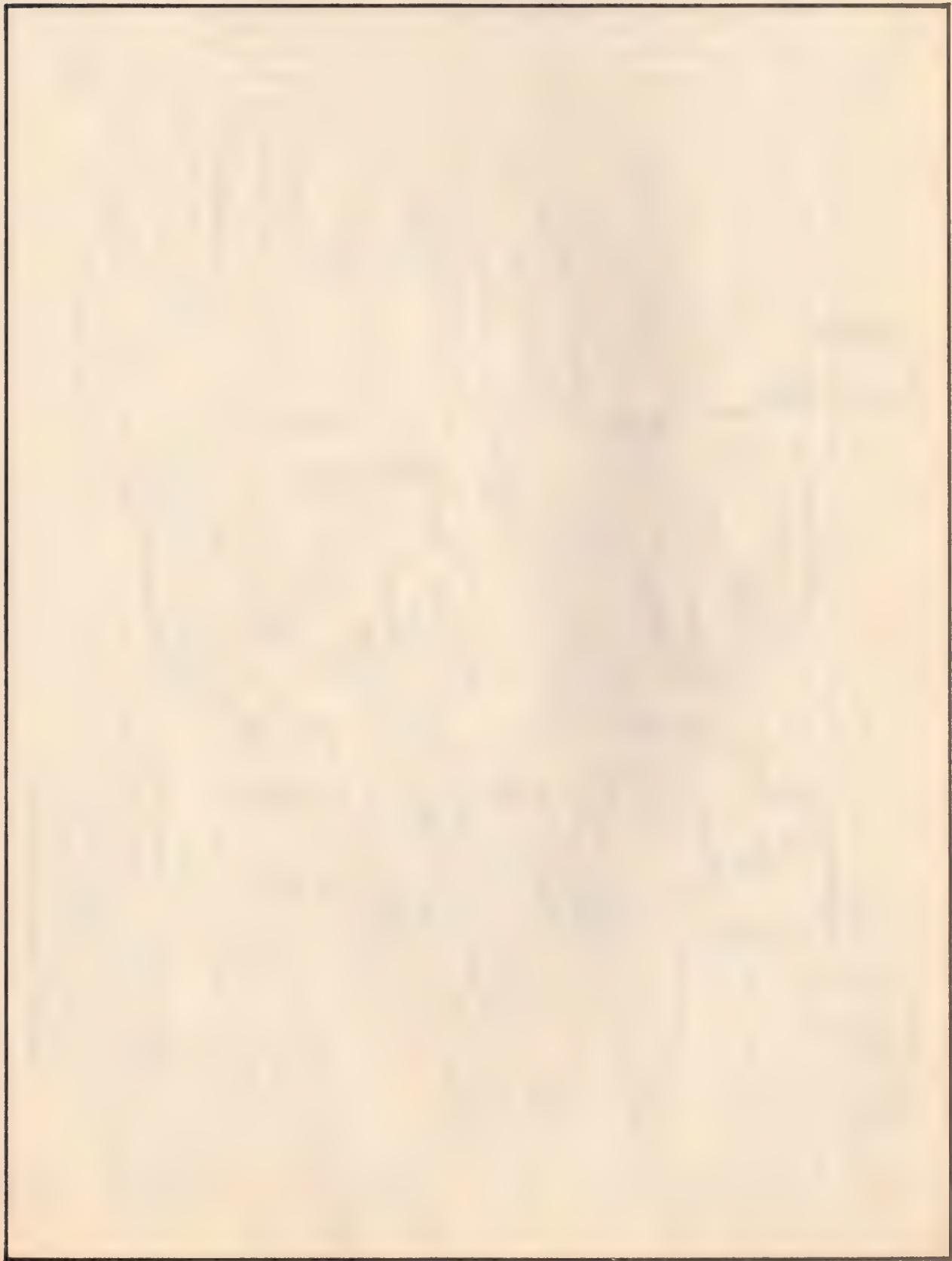
Draw lines between the matching horses.





OH, OH, LOOK OUT!

What's that up ahead? Draw something silly or scary that you think Launchpad sees.

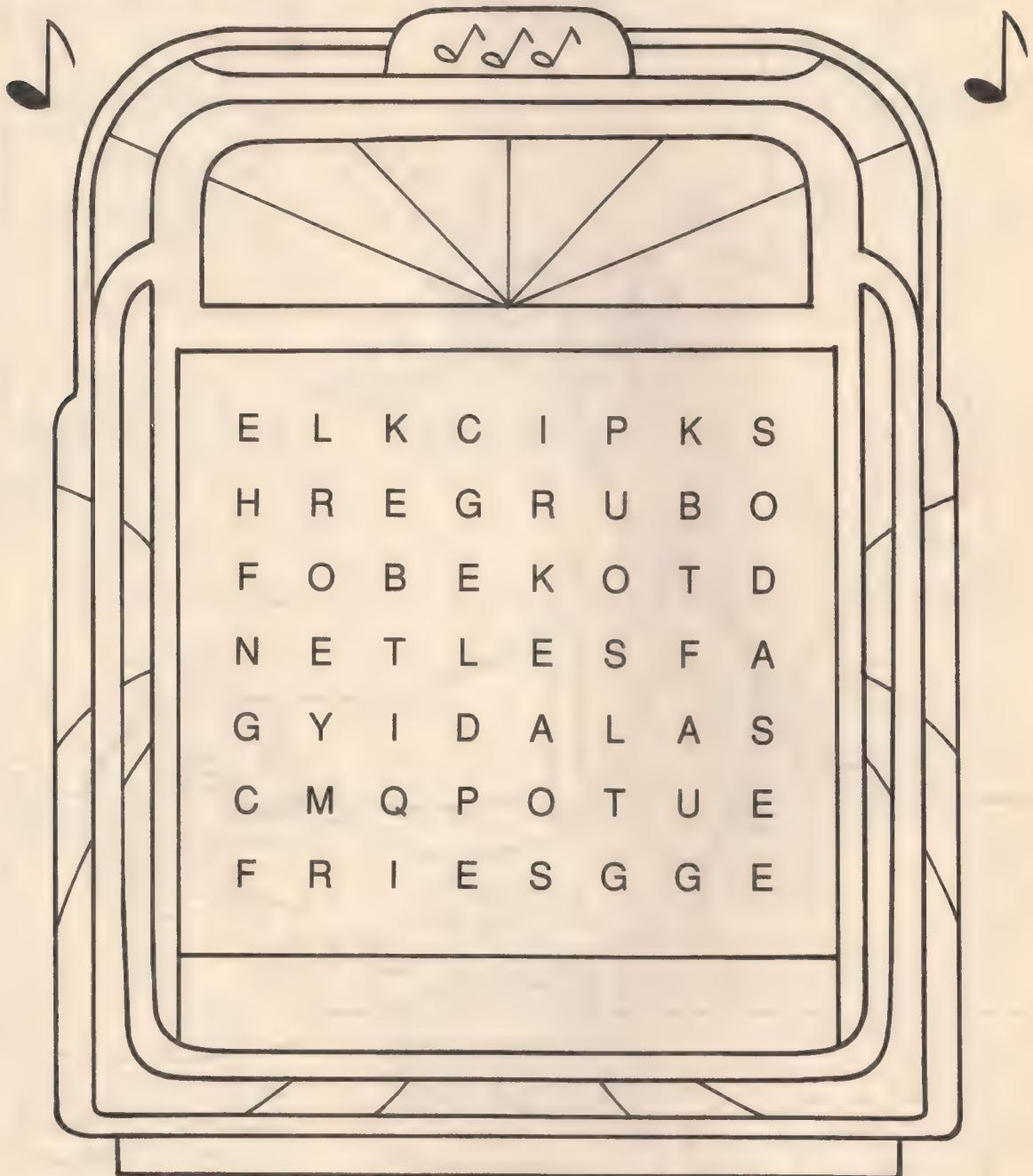


Soda Shop



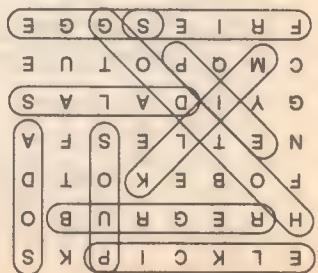
DUCKY DINER WORD HUNT

Gosalyn and Honer like to visit the local diner. Look up, down, forward, backward, and diagonally to find the words from the list in the jukebox.



Word List:

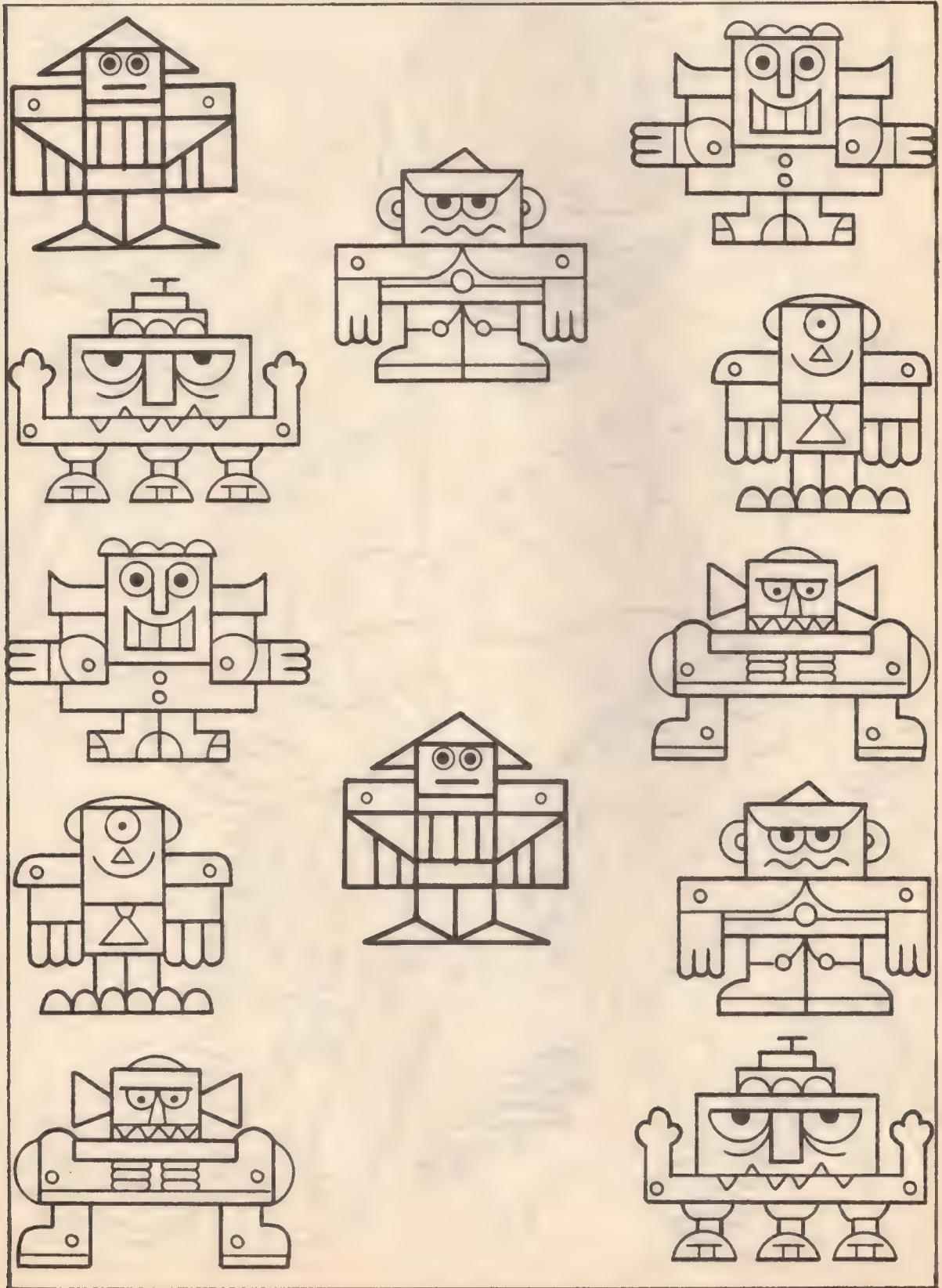
HOT DOG	PIE	SODA
BURGER	EGGS	FRIES
SALAD	SOUP	
MILK	PICKLE	





ROBOT RACE!

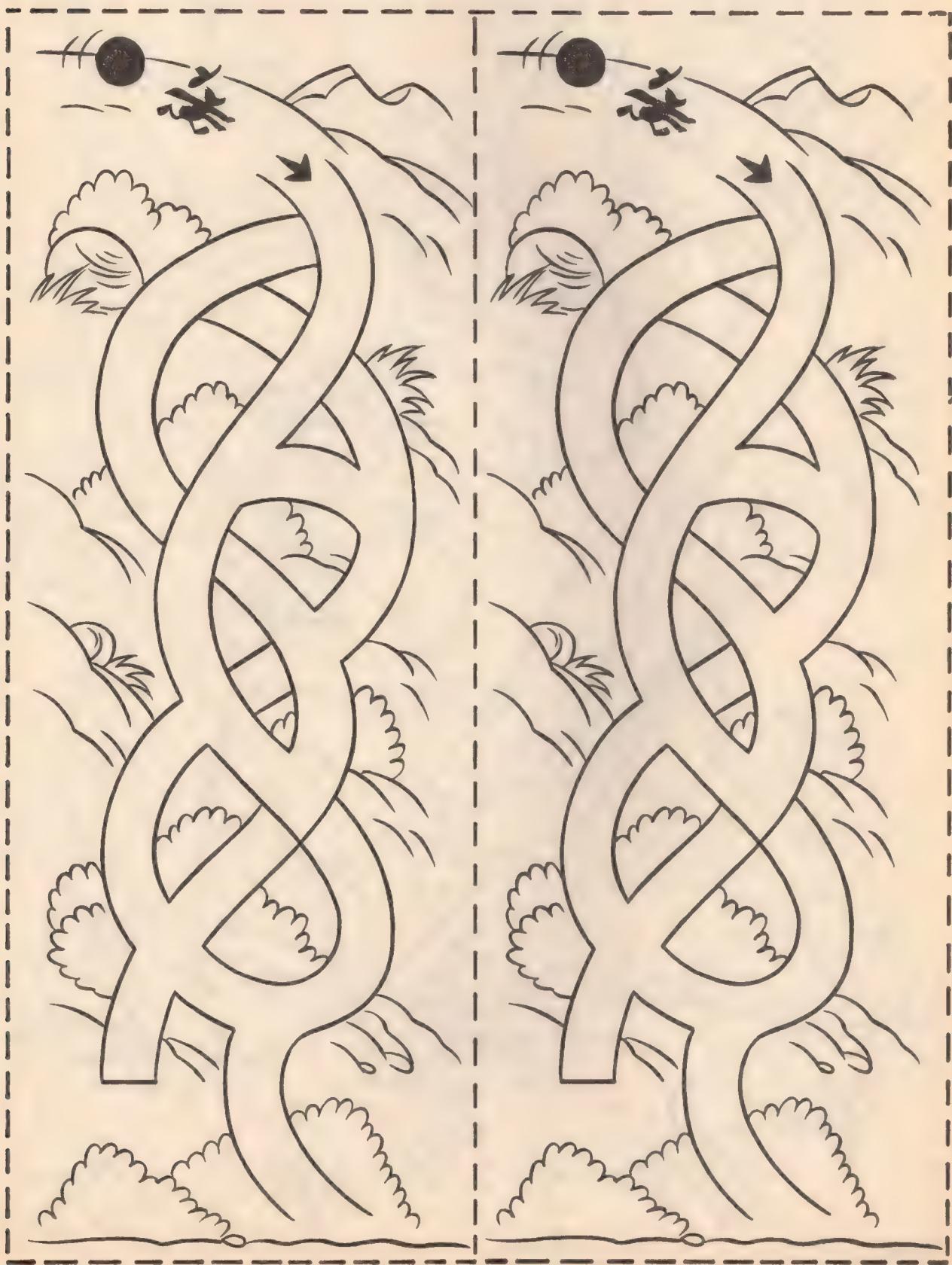
Play this game with a friend. Take turns drawing lines to connect the matching robots. The first player to cross a line already drawn loses the race.





DOUBLE TROUBLE!

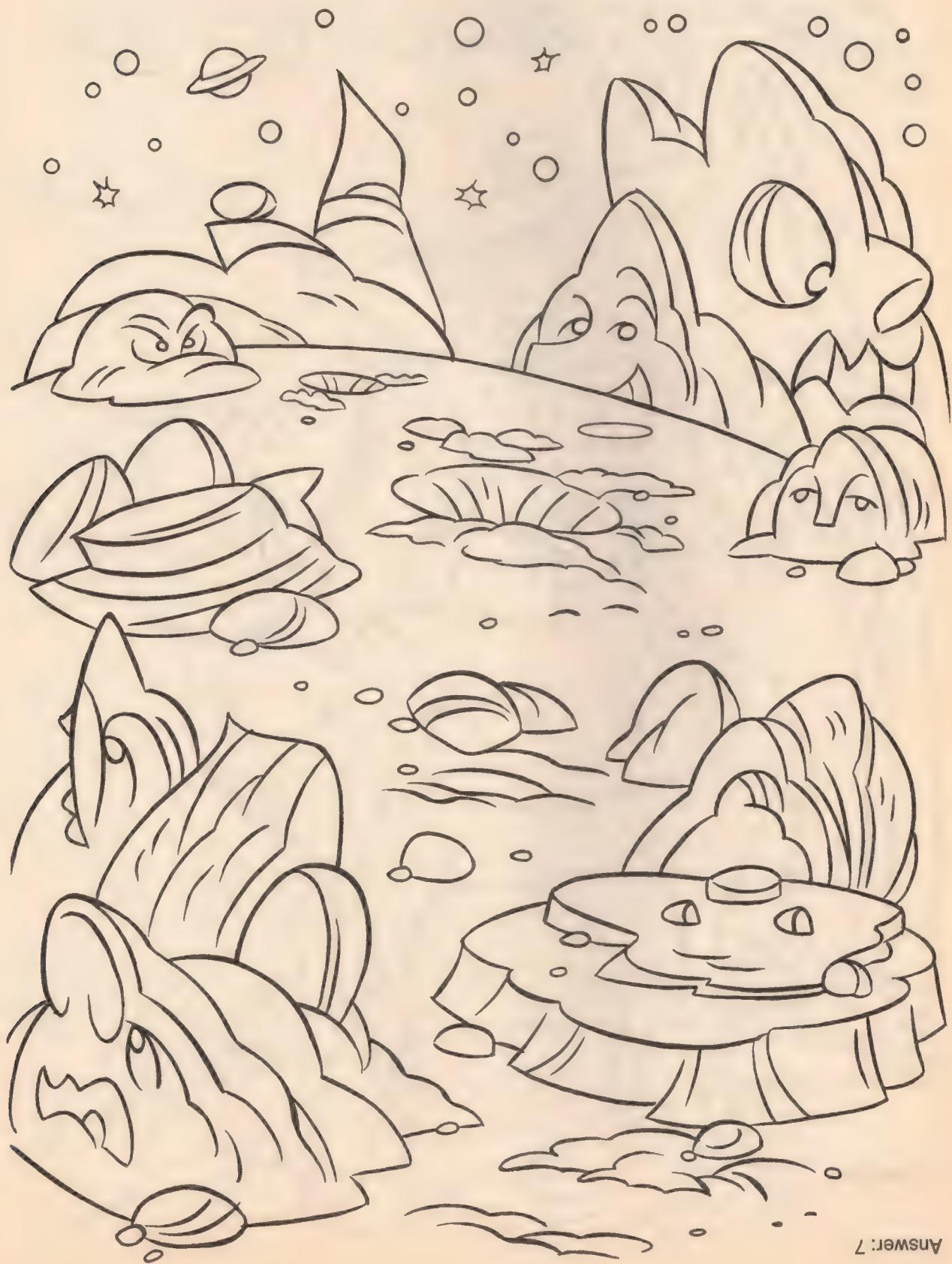
Tear out this page and cut it in half. Give one maze to a friend. Then have a race and see who saves Darkwing first.





THONK!

Strange creatures are watching Darkwing and Launchpad. How many can you find?

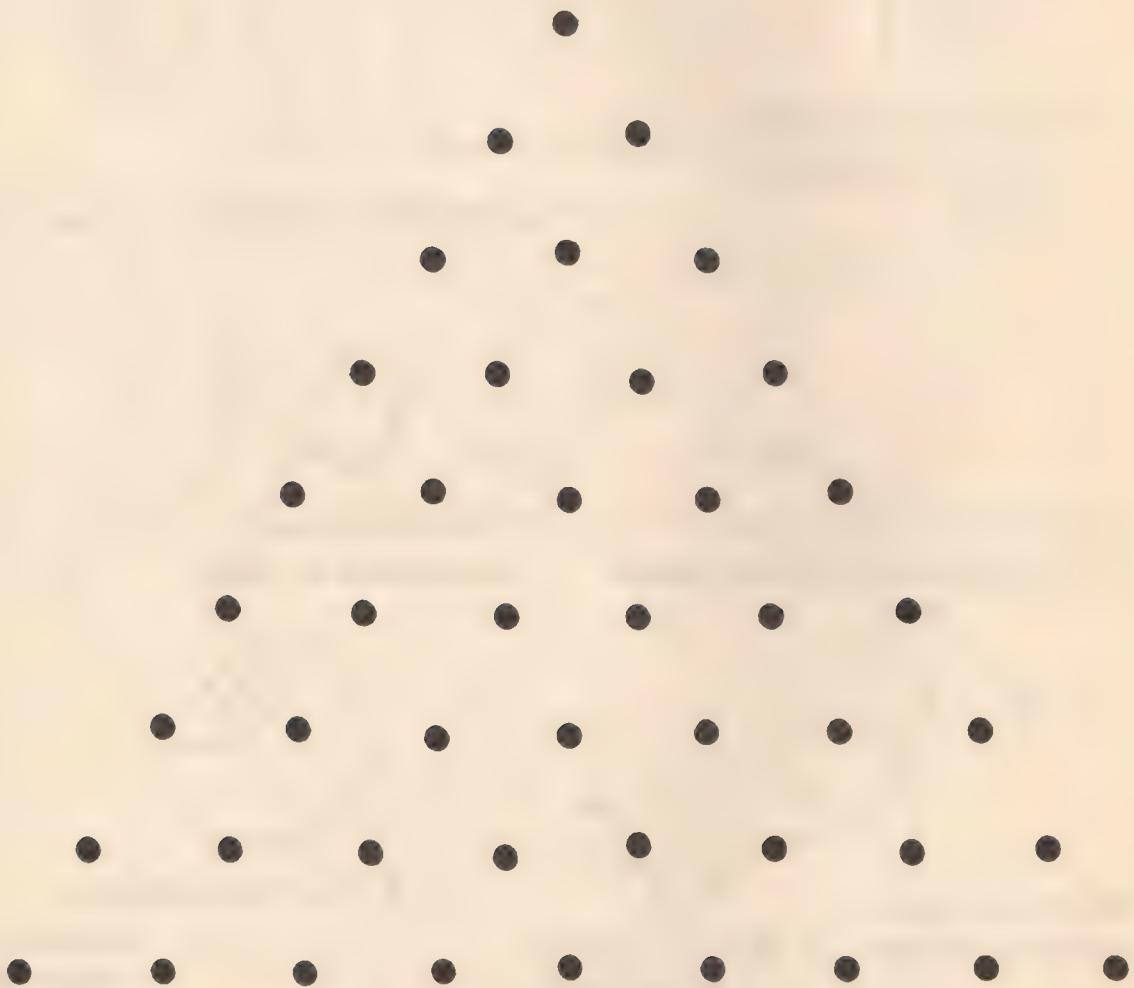


ANSWER: 7



DOT TRIANGLE GAME

This game can be played by two or more players. Take turns drawing a straight line between two dots. When you complete a triangle, put your initials inside. Each time you make a triangle, you get another turn. At the end of the game, the player with the most triangles wins.



POP-UP DARKWING CARD

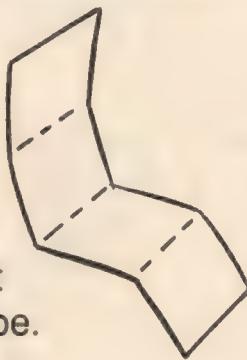
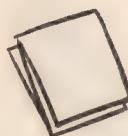
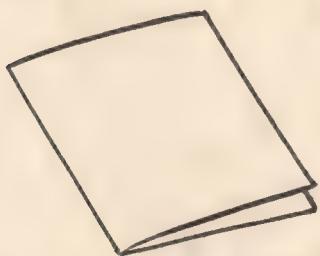
1. Tear out the next page and color the picture.

2. Cut out the card, small strip, and picture.



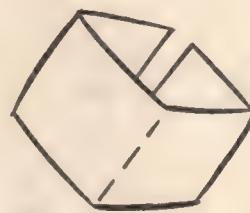
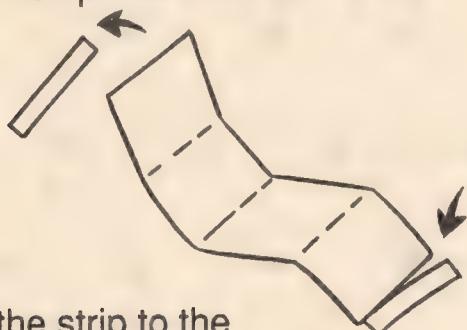
3. Fold the card in half with the decorations outside.

4. Fold the strip in half, then in half again.

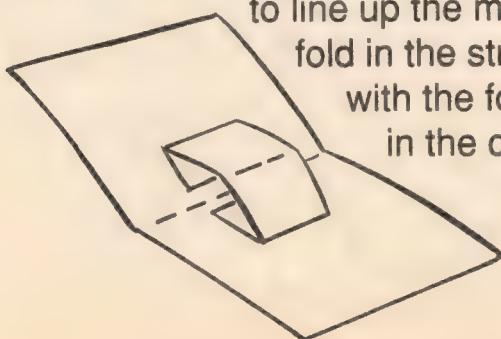


5. Open the strip and cut off a 1/4-inch piece from both ends.

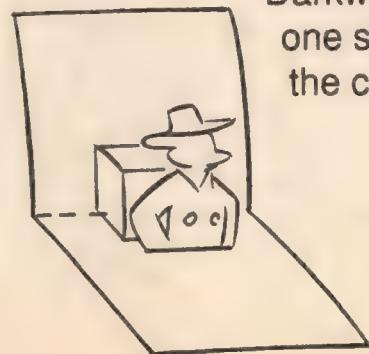
6. Refold strip so it resembles a cube.

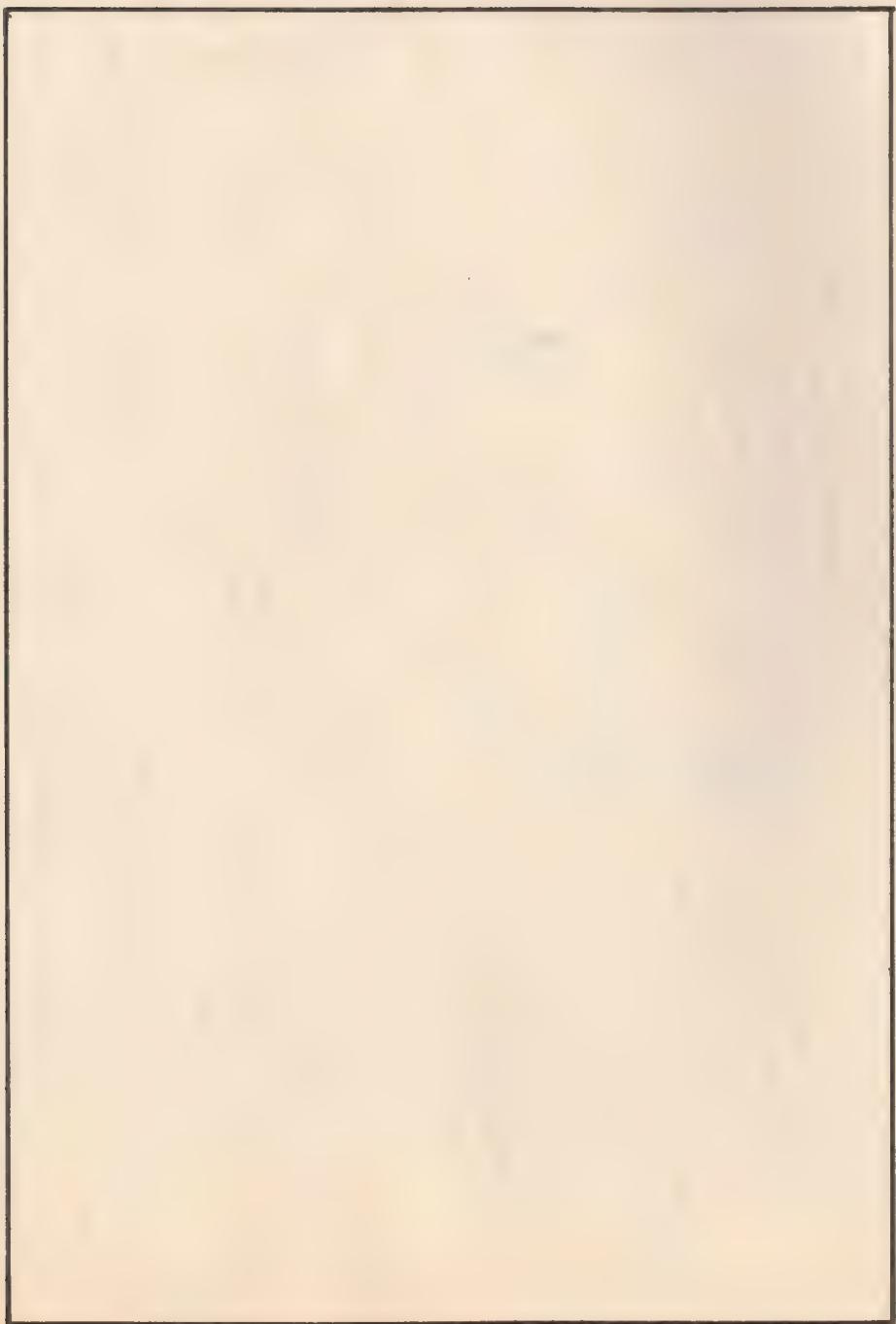


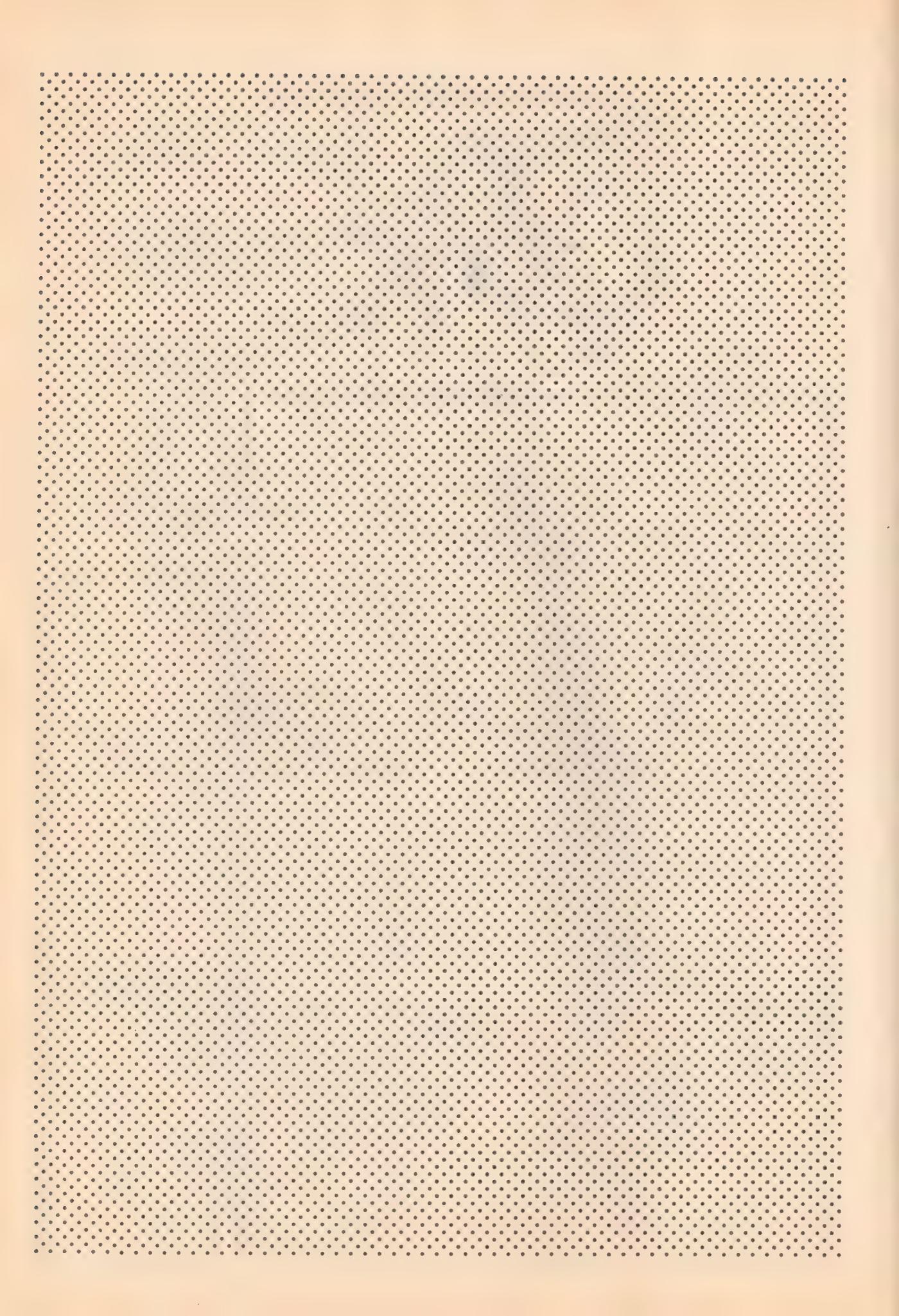
7. Glue the strip to the inside of the card, as shown. Be sure to line up the middle fold in the strip with the fold in the card.



8. Glue the picture of Darkwing to one side of the cube.



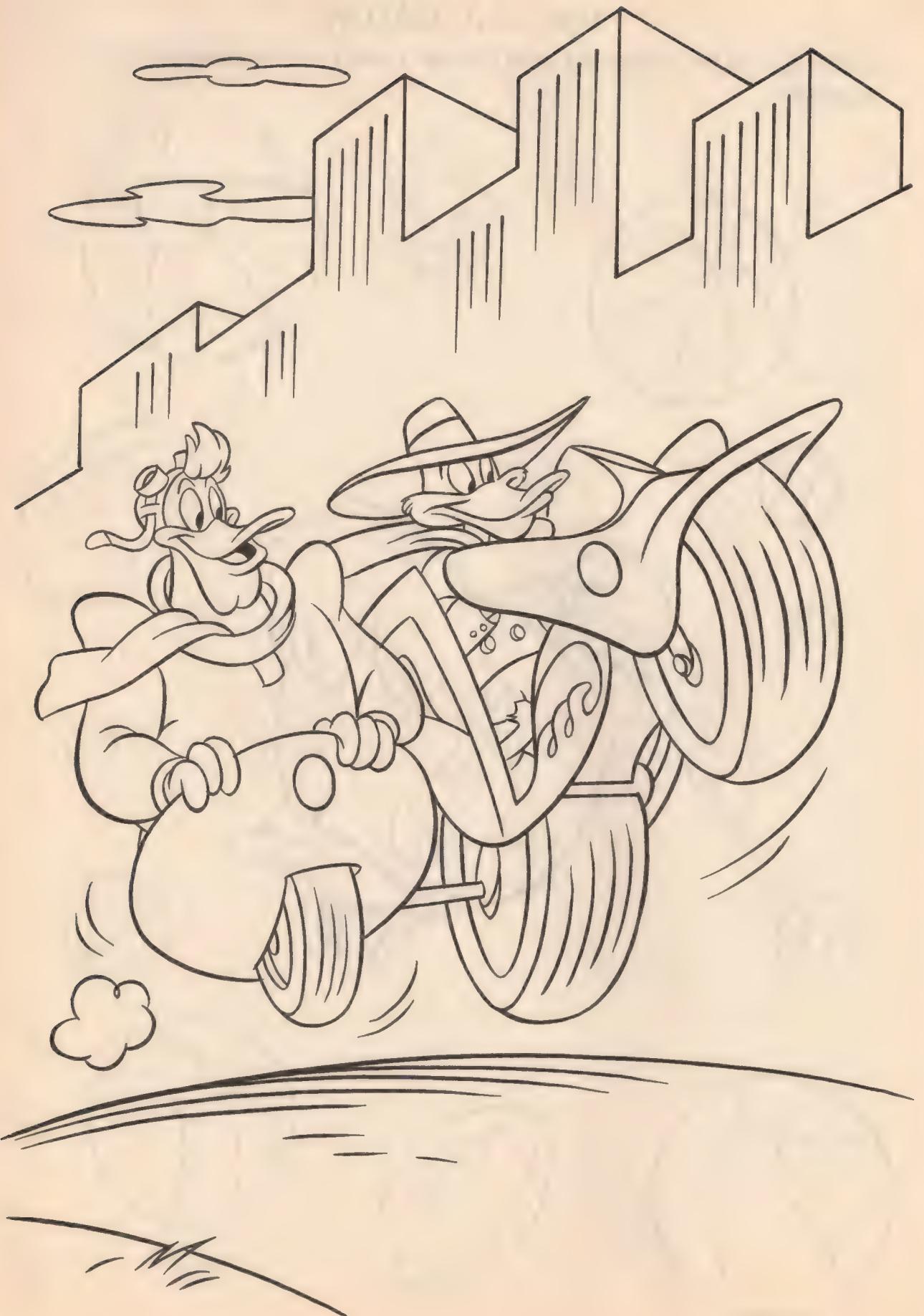




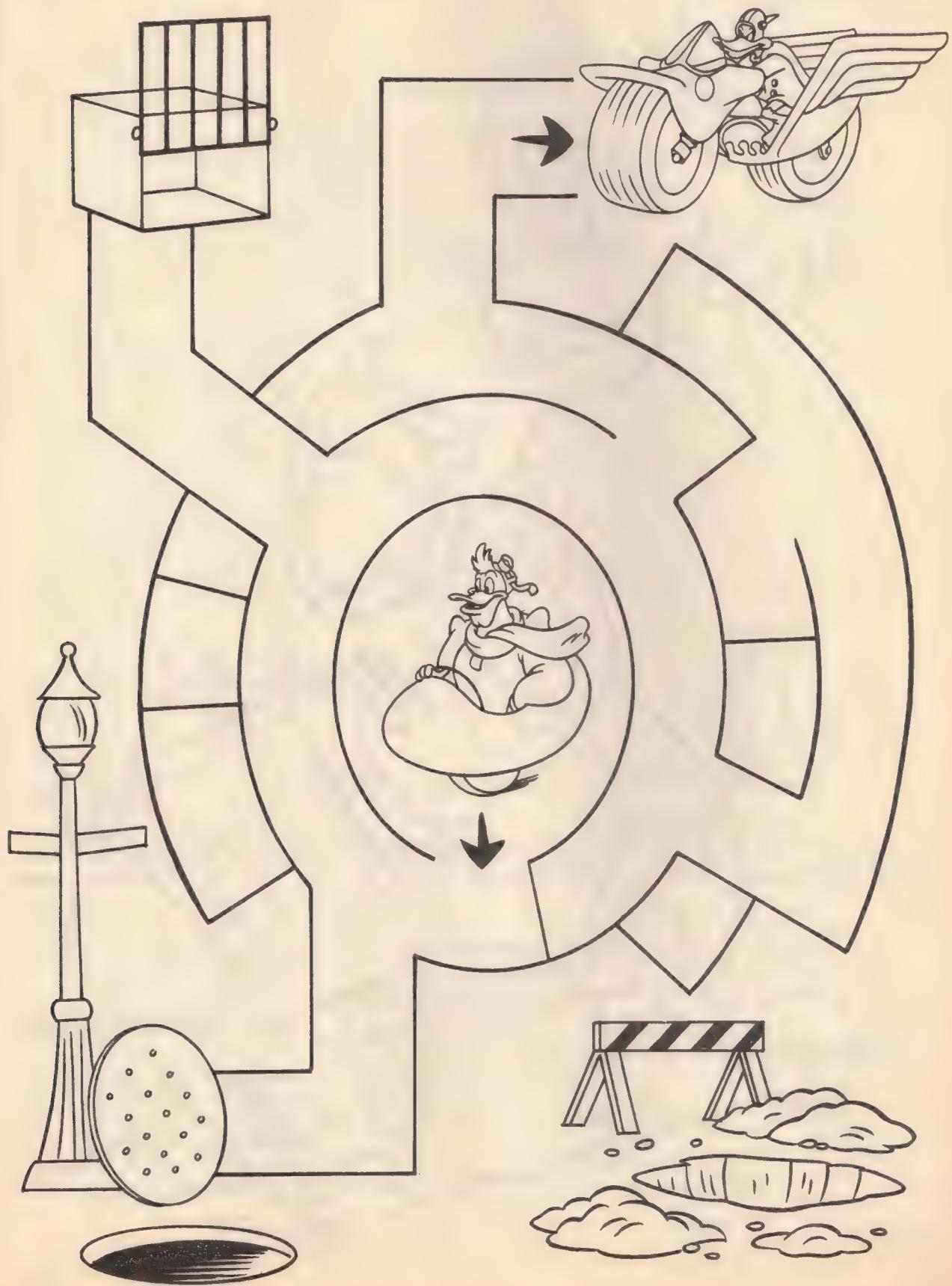
TOSS-UP MATCH

Can you find the matching balls? Draw a line to connect each ball with its match.





Help Launchpad find his way back to Darkwing Duck. Choose the safest route for him to take.



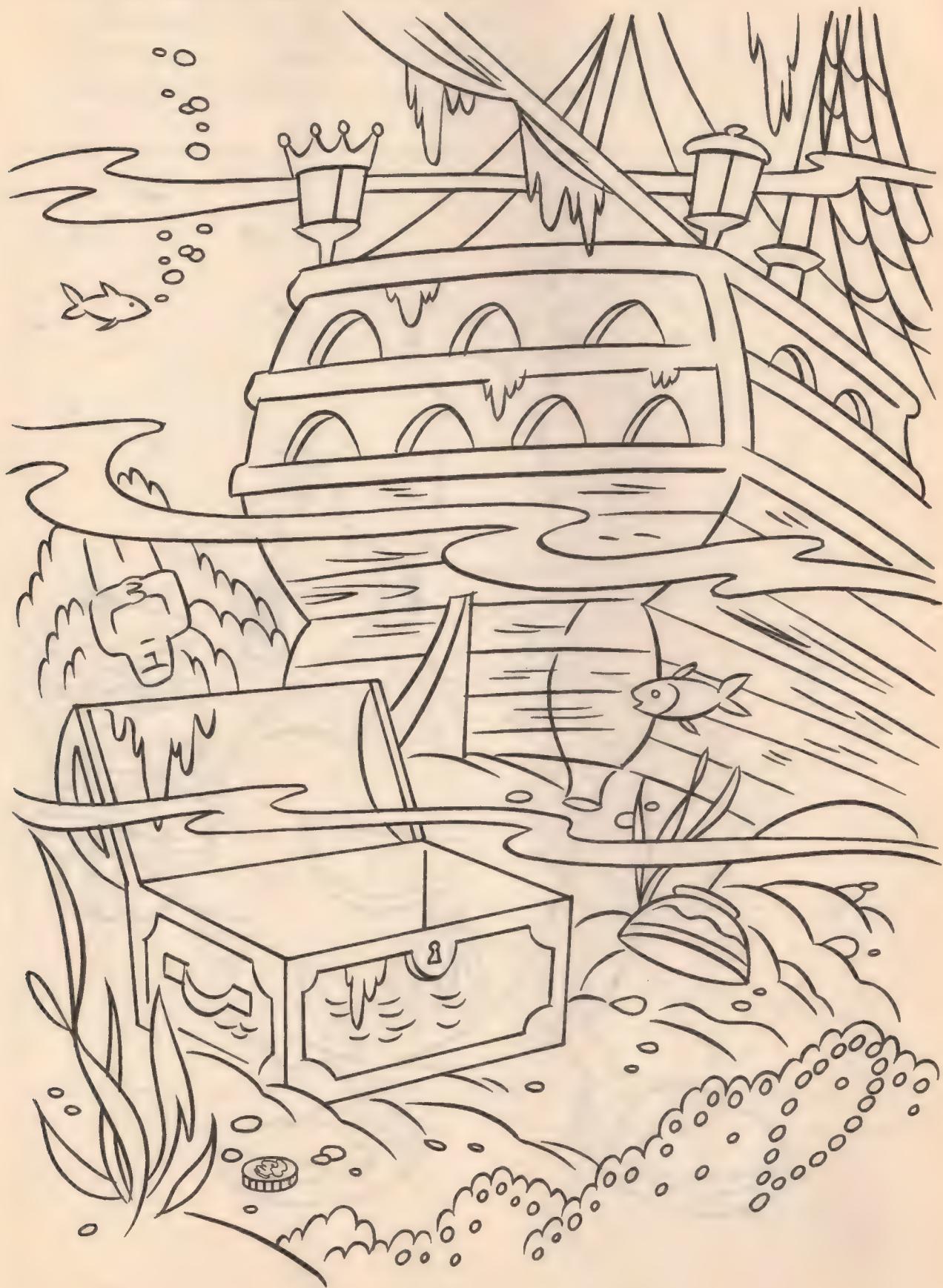


What is Bushroot watering? Connect the dots to find out.





Help Darkwing find the lost treasure. Look for a coin, crown, necklace, bowl, statue, and jug in the picture.

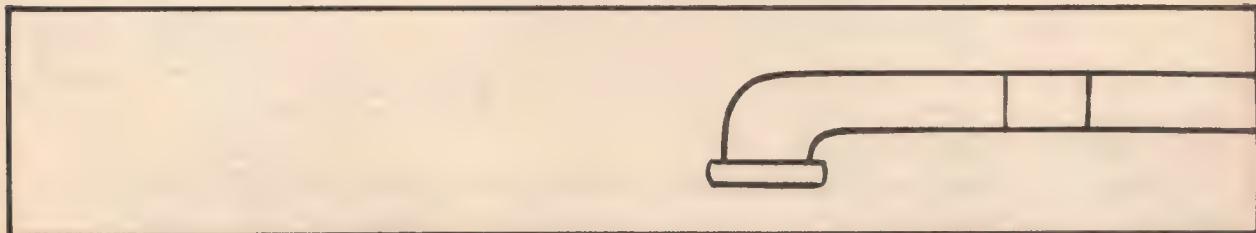
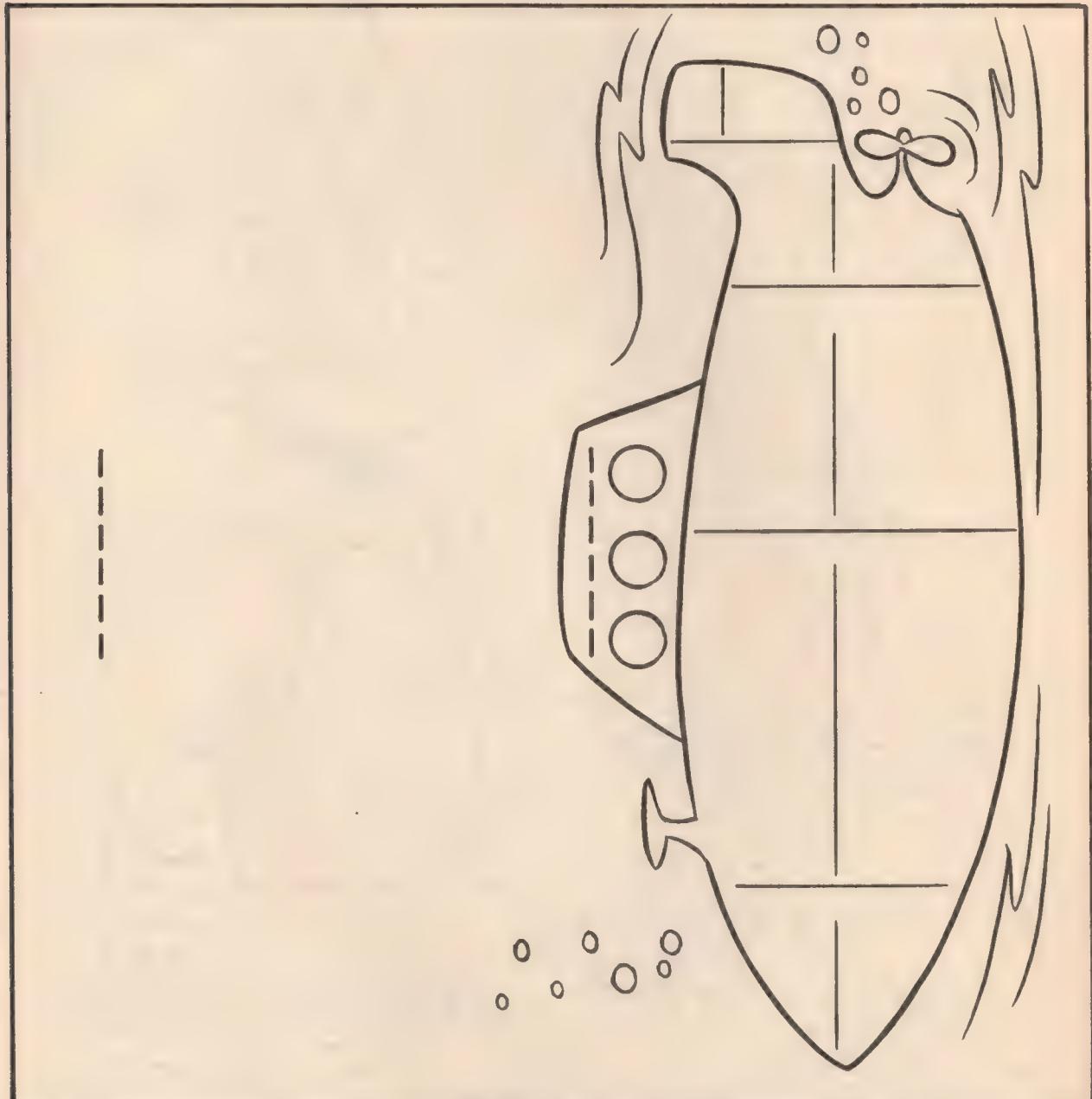


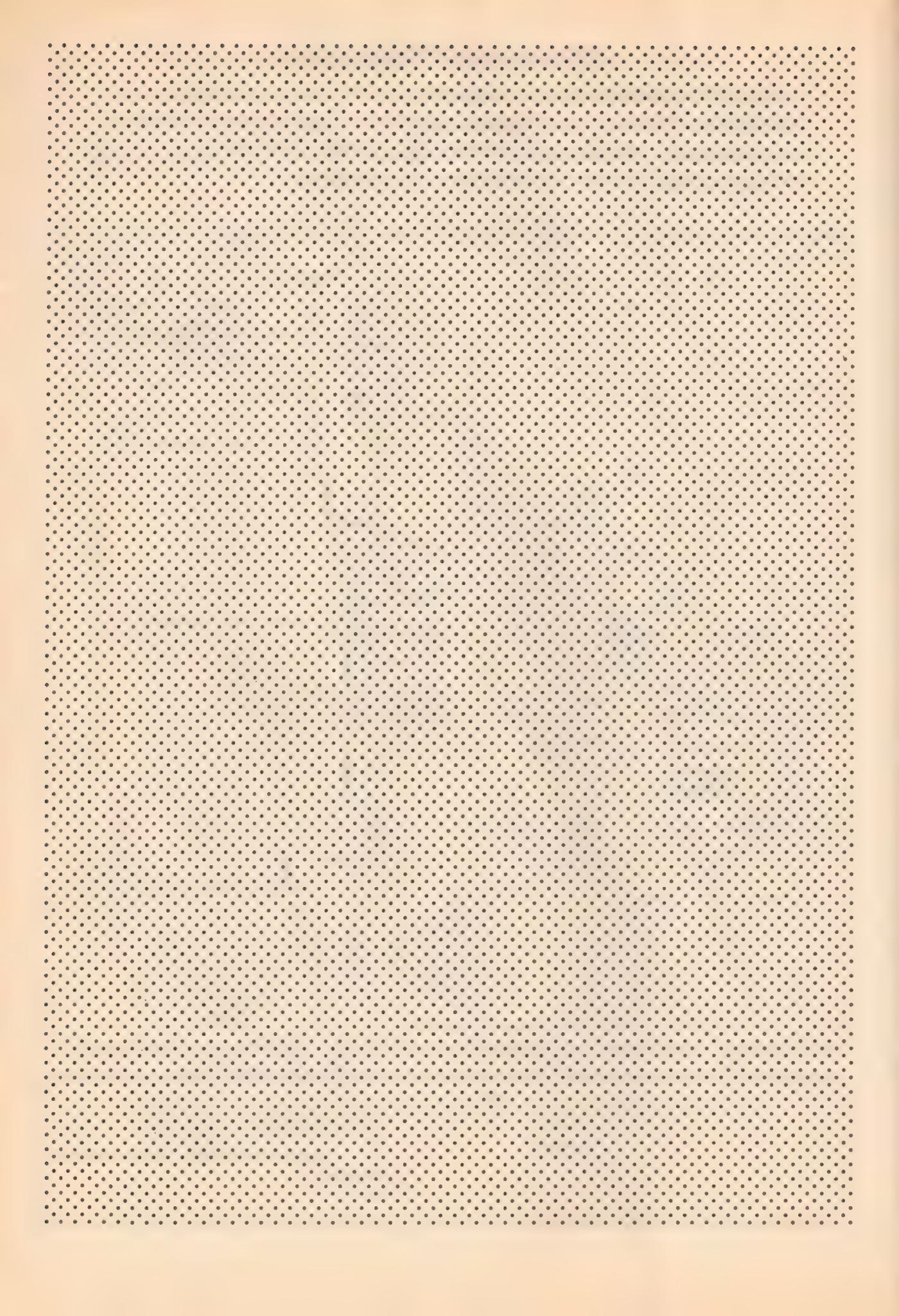
What is Muddlefoot lifting? Connect the dots to find out.



PEEPING PERISCOPE

Cut out the square with the submarine on it. Then cut along the two dotted lines. Now cut out the strip with the periscope on it. Starting from the back, thread the strip through the two slits. To raise or lower the periscope, pull up or push down from the top.



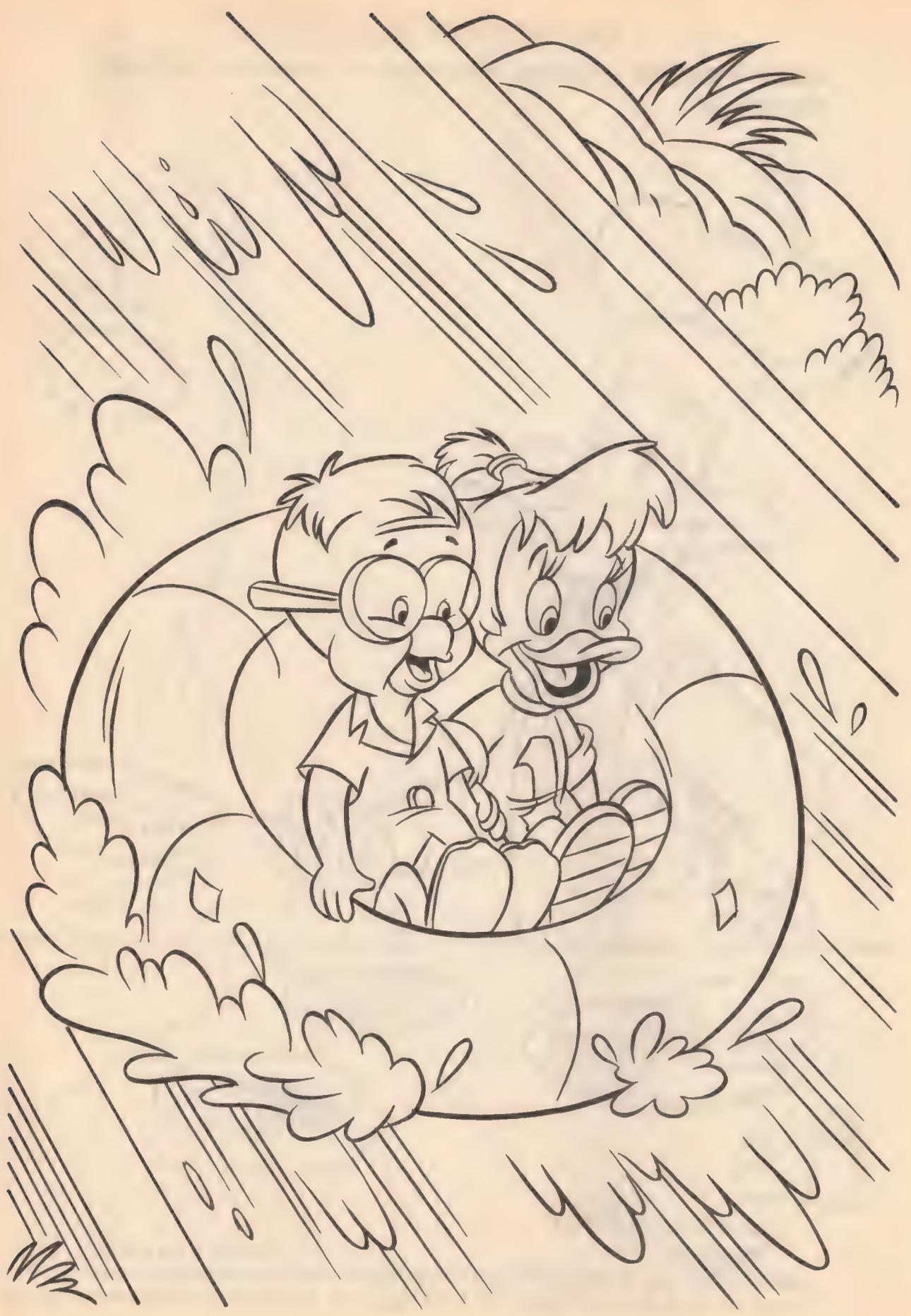


BREAKFAST BLUNDERS

Drake is cooking breakfast. How many mistakes can you find in his kitchen?

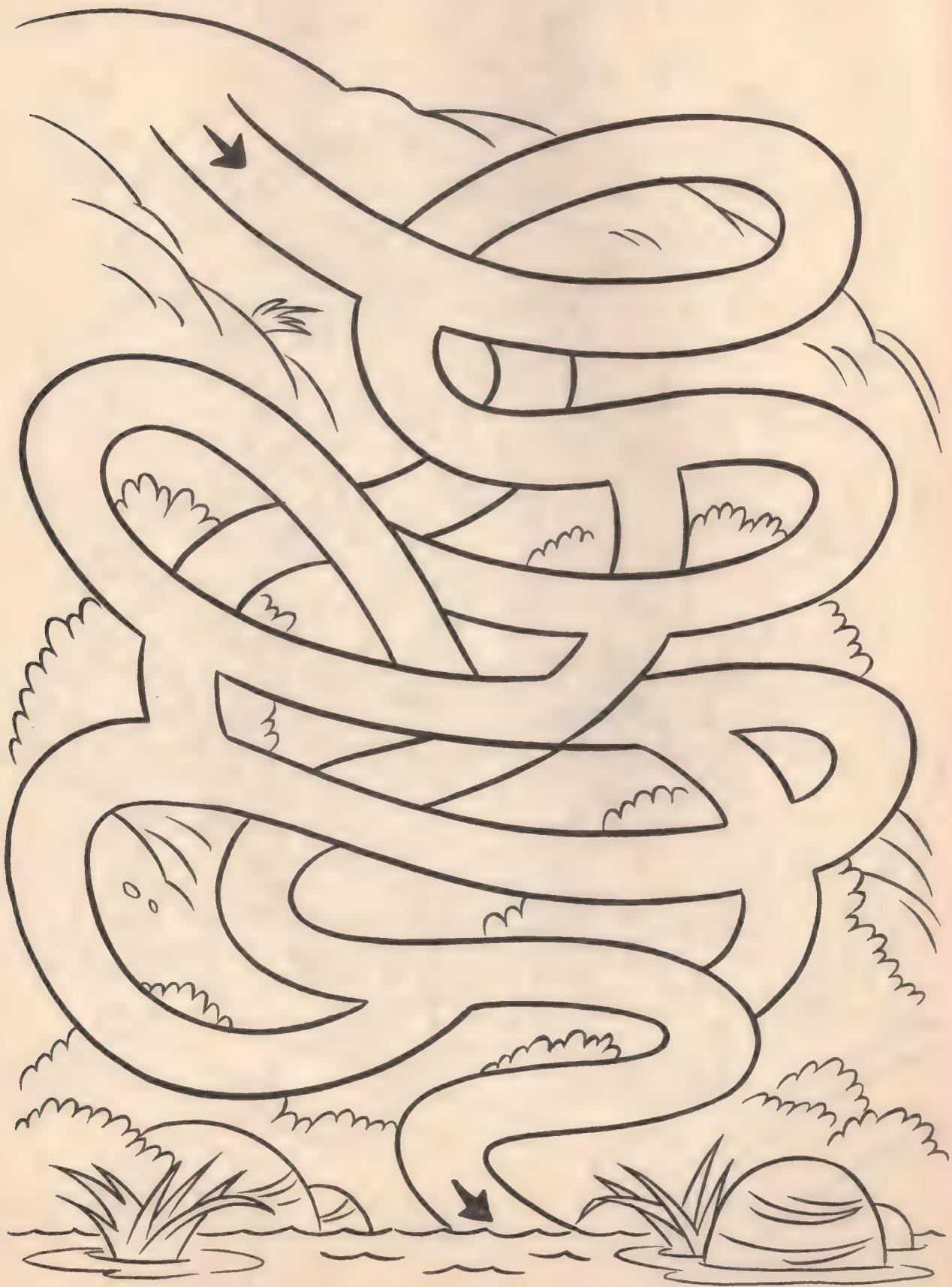


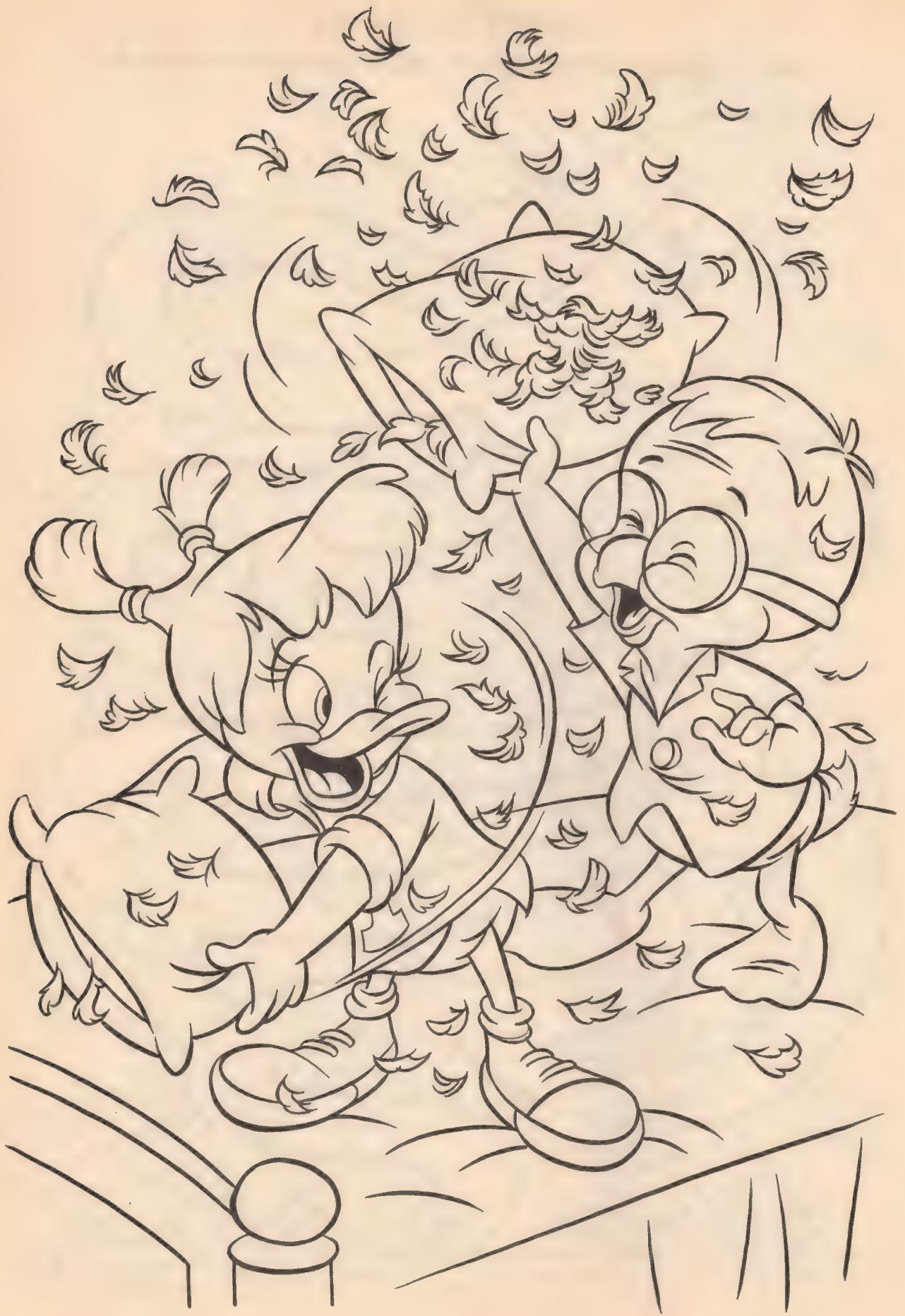
Answers: There's a fork in Drake's hat; part of the frying pan handle is missing; burner on stove is missing; the spoon has a bent handle; some pancakes are square; the salt and pepper shakers are a different size.



SLIPPERY SLIDIN'

Help Drake and Gosalyn get to the bottom of the water slide.





PILLOW FIGHT!

How many feathers can you find in Honker's room?



ANSWER: 20



